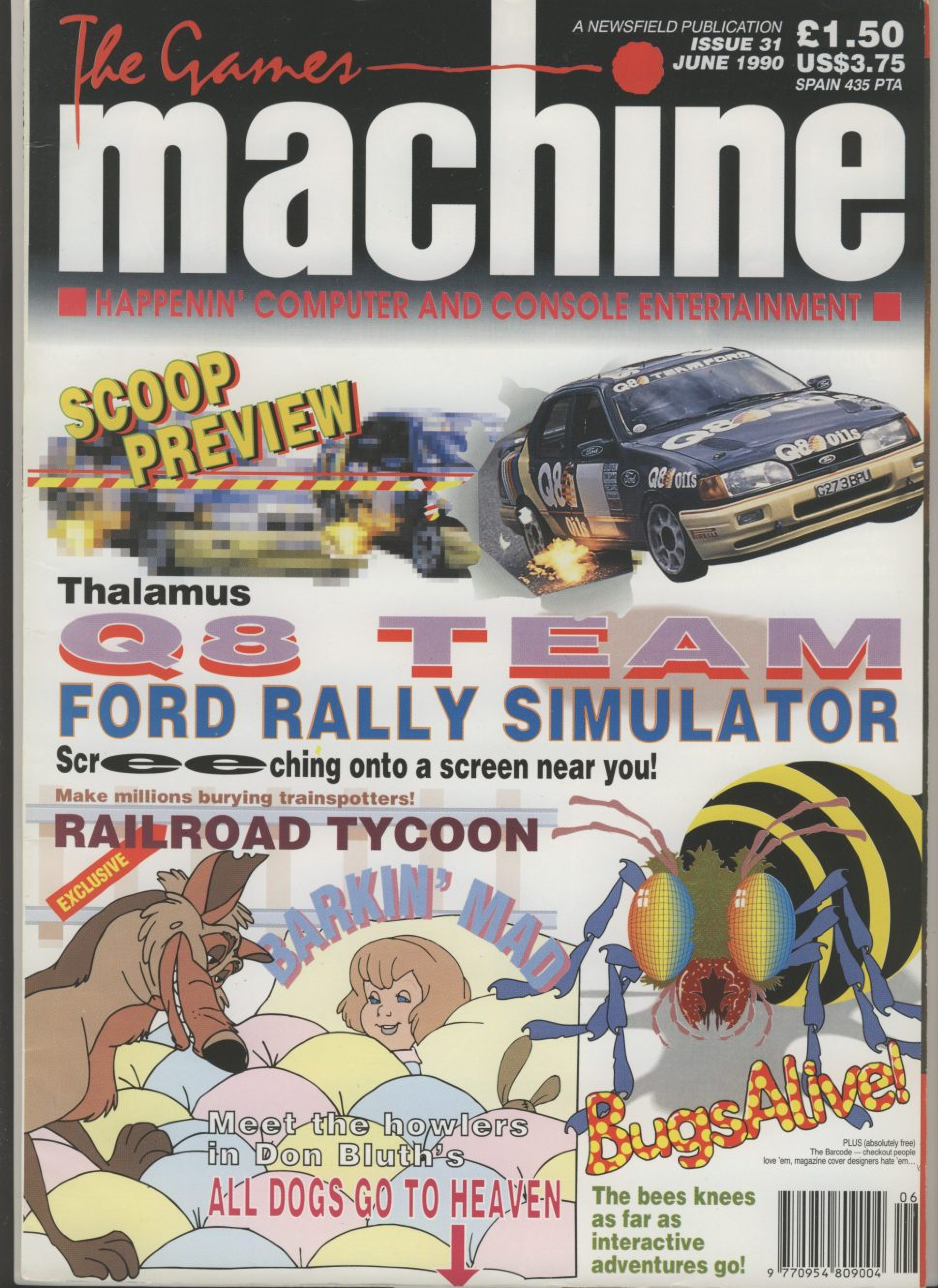


The Games machine
A NEWSFIELD PUBLICATION
ISSUE 31
JUNE 1990
£1.50
US$3.75
SPAIN 435 PTA
HAPPENIN' COMPUTER AND CONSOLE ENTERTAINMENT
SCOOP PREVIEW
Thalamus
Q8 TEAM
FORD RALLY SIMULATOR
Screeeching onto a screen near you!
Make millions burying trainspotters!
RAILROAD TYCOON
EXCLUSIVE
BARKIN' MAD
Meet the howlers in Don Bluth's
ALL DOGS GO TO HEAVEN
BugsAlive!
PLUS (absolutely free)
The Barcode — checkout people
love 'em, magazine cover designers hate 'em....
The bees knees as far as interactive adventures go!
06
9 770954 809004



JER.. GARGANTUAN , YOUR FAILURE ... GENOCIDE !!
ZERO HERO
ZZAP GOLD MEDAL AWARD
97%
TGM STAR PLAYER
94%
FUN *1
ASM HIT!
AA RAVE! RAVE!
ZZAP ITALIA
98%
C+VG HIT!
93%
"An absolutely awesome experience. You won't be able to put it down. A masterpiece of graphic genius. Absolutely Brilliant." ZZAP
"Turrican is a 90's arcade game – not to be missed. The best pure arcade blast released for the Amiga so far this year." The Games Machine
"The best C64 game of this year." C & VG
Rainbow Arts
Sketty Close, Brackmills Business Park, Northampton NN4 0PL.
SCREEN SHOTS FROM VARIOUS FORMATS.
99t

# The Games machine

## REGULARS







■ Batman coming soon on Nintendo, PC Engine and Sega consoles.



## GAME SPECIALS



## FEATURES



## INTERACTION



Train Report Leeds & Bradford RR

| Train class/route | Revenue | YTD | Last Year | Lifeti |
|---|---|---|---|---|
| 1)Local/>LeC-BrC | $ | 59,000 $ | 89,000 | $ 2,70 |
| 2)Local/LeC->Lee | $ | 85,000 $ | 99,000 | $ 3,78 |
| 3)Local/>LeC-LeA | $ | 65,000 $ | 113,000 | $ 2,69 |
| 4)Local/LeC->Bra | $ | 69,000 $ | 119,000 | $ 2,73 |
| 5)Limited/Lee->LeC | $ | 62,000 $ | 53,000 | $ 1,40 |
| 6)Limited/>Lee-LeC | $ | 79,000 $ | 51,000 | $ 2,14 |
| 7)Limited/Bra-BrA->Bol | | 119,000 $ | 138,000 | $ 2,35 |



■ Battle bugs in Dean Friedman's revolutionary interactive gaming system.

Bugs Alive!

# DON BLUTH...12

**The world's best known animator gets a visit from TGM**

## GAMES INDEX

### 16-BIT

#### AMIGA



#### ATARI ST



#### IBM PC



### 8-BIT

#### AMSTRAD CPC



#### COMMODORE 64



#### SPECTRUM



### 32-BIT

#### ARCHIMEDES



■ The ultimate multi-player interactive adventure begins on page 76. Are you tanked up enough to brave it?



SULLIVAN BLUTH PRESENTS
DRAGON'S LAIR: ESCAPE FROM
SINGE'S CASTLE
Amiga Graphics Screens
Amiga Graphics Screens
ESCAPE FROM SINGE'S CASTLE
The Adventure continues...
New scenarios and characters combine to make Escape from singe's Castle the best sequel to the best selling animated fantasy adventure of all time.
"Make sure you see this game, it uses the Amiga in the way it was intended... to amaze" Amiga Computing 85%
Available Now: Amiga (A500, A1000/A2000) Only 512K required
Stunning music and enhanced sound FX plus extra screens with 1Mb
Never the same game twice
Incredible animation, better than ever before!
Links with the original Dragon's Lair for the Ultimate playing experience.
DRAGON'S LAIR
"Unquestionably the most stunning home computer game you will have ever seen" Commodore Computing International
Available Now: Amiga (A500/A2000 with 1MB, A1000 with 512K)
IBM PC (EGA, VGA, TANDY®)
Coming soon Atari ST
SULLIVAN BLUTH PRESENTS
DRAGON'S LAIR
Amiga Screens
Atari ST
Amiga
DON BLUTH'S
SPACE ACE
ReadySoft Inc.
SPACE ACE
"Incredible animation makes it unique"
"Watch the game and you'll be stupefied by the spectacle" ST FORMAT MAY 90
Available now Amiga (A500/A1000/A2000)
Atari ST (512K, limited gameplay with single sided disk drives)
Atari STE (uses enhanced 4096 colour palette)
Coming soon IBM PC and Compatibles
EMPIRE
Distributed by Empire
4 THE STANNETTS, LAINDON, NORTH TRADE CENTRE, BASILDON.
ESSEX SS15 6DJ TEL No. (0268) 541126 FAX No. (0268) 541125
ALL RIGHTS RESERVED

# BOOT-UP

## MOMMA GAVE BIRTH...



**There's a French invasion going on... a software invasion. You couldn't fail to have noticed the increase in European software over the past few months. And following a recent deal with Palace, French software producer, Simarils have joined the onslaught on Britain's great shores. Simarils' Colorado is already on sale, so TGM decided to investigate further and discovered Starblade, a spooky epic coming very, very soon...**

Let's take a trip into the future, to the year 3001, and far, deep into the centre of the Orion galaxy. Things look bleak.

The Orion galaxy is now under the rule of the Cephalhydras, a ruthless race of insectile aliens. Aiming to finally wipe out all trace of humanity, the Cephalhydras' genetic engineers have created Genolyn, a hideously mutated Queen, who will eventually spawn a legion of super-warriors. The Cephalhydras thought Genolyn's location was unknown, however Professor Julius Gordon discovered the breeding centre's position. He was brutally murdered by the Cephalhydra Investigation Bureau immediately.

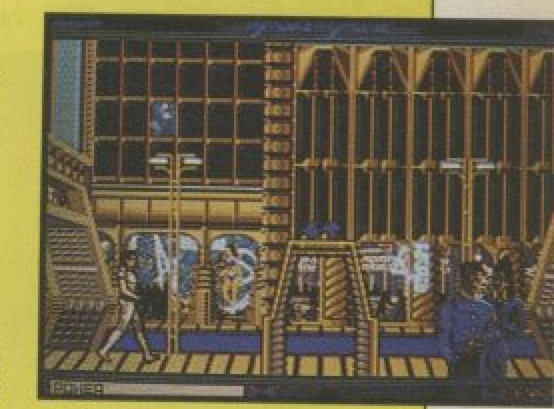
Before his murder, the Professor put the coordinates of Genolyn's hideout onto 16 disks, and put one disk on each of 16 planets. Your mission is to board Starblade, the most advanced starcruiser, and find and destroy Genolyn before she starts to breed...

Simarils are calling *Starblade* a space opera — which basically means the game's packed with all sorts of gameplay. There's a dose of serious space fighting action, some brain-blending puzzles as you search the planets, and direct combat with the Cephalhydras as you infiltrate their complexes.

Like most French games, the graphics are of a very high and varied standard, with 280 different screens to explore. Sounds like a real treat for ST, Amiga and PC owners. *Starblade* goes on sale at the end of May.



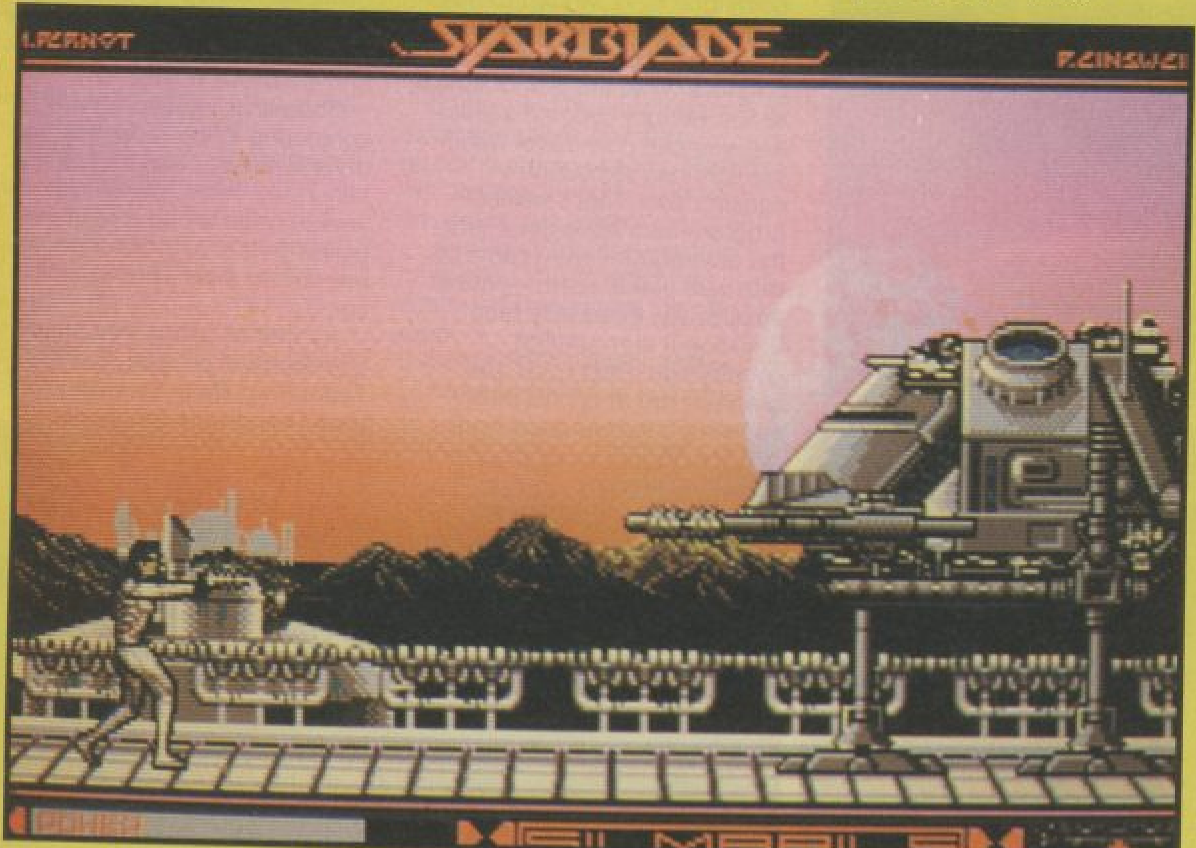
**The Cephalhydra's attack fleets bombard you with a lethal dose of alien laser.**



**Thankfully out of harm's way — exploring the maze-like complex which has become an Earth colony.**



**Touch down! Starblade is packed with 280 screens, each as graphically snaz as this one.**




**Lumme! It's a Cephalhydra! Top left: Keep a careful eye out for any patrolling aliens when exploring the planets — the lift, taking you deep down into a base, should provide a quick escape route. Above: The Cephalhydra's megalithic mechanical monsters are programmed with just one function — killing! Eeek!**

# DESIGNER LA

**Thalamus! Hah! Do they ever release any games?! Well, apart from heaps of gobsmacking Commodore 64 titles, not really! Erm, okay — a few others, too. But this is all set to change with a super strong selection of games lined up for the rest of this year. Richard Eddy trekked to Thala-HQ in Aldermaston and found out there's more to life than a C64**



'It's the designer label of the software industry!' pipes Thala-boss David Birch referring to his empire. Empire? Two rooms and him. Empire, indeed. However if you wanted to get a stack of games that would keep an empire of players glued to their screens then look no further. Thalamus have a veritable mountain of games in which you can drive, fly, shoot, hunt bugs, get legless and, naturally, blast the hell outta some alien scum.

And the big news is that, for the first time in its five year history, Thalamus has acquired a licence. Though no coin-op conversion this; it's a deal with Ford Motorsport to produce a simulation based on driving Ford's Sierra RS Cosworth in a series of three nerve-racking rallies!




The game's called *The Q8 Team Ford Rally Simulation* and utilises a new games creation system developed by Thalamus. It goes something like this...

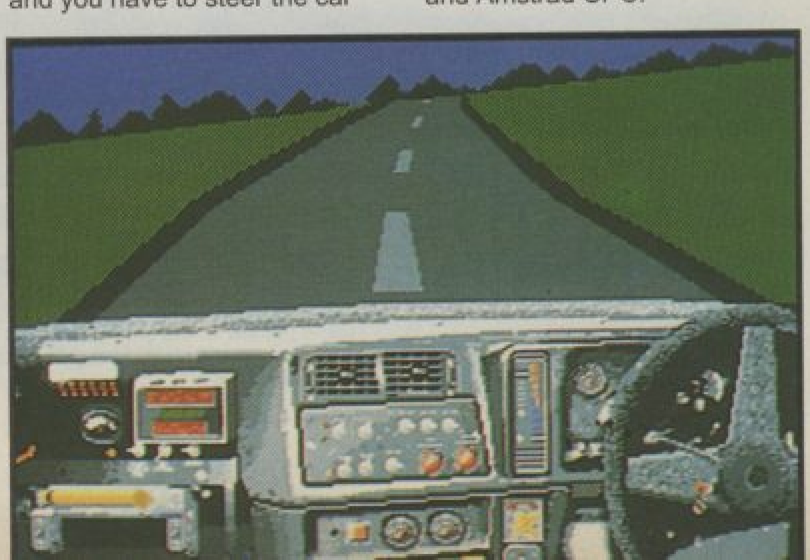
Imagine an empty universe, a big load of absolute nothingness. Now start to build — build anything so long as it's constructed with vector graphics. With the flick of switch all the vectors become solids, and you can now travel within the confines of your new construction. That's what the programmers have done and the environment they came up with was planet earth — more specifically, three rally race tracks and surrounding countryside. Best of all, the graphics run at an incredibly speedy 50 frames a second!

Each rally course has its own individual terrain. The first stage is set on a tree-lined forest track and you have to steer the car along a treacherous route full of pot-holes and bumps. Stage two is an action-packed sprint against other cars which leads to stage three — a nightmare of a night time drive across country tracks. People, and other 'soft targets', may wander onto the track creating situations where your reaction speed needs to be razor sharp; though nobody can be killed.

If it all sounds beyond your driving skills, don't worry, the game offers three skill levels. Practice, Novice, and Professional — where you drive with all the cars, rain, snow, ice and darkness possible!

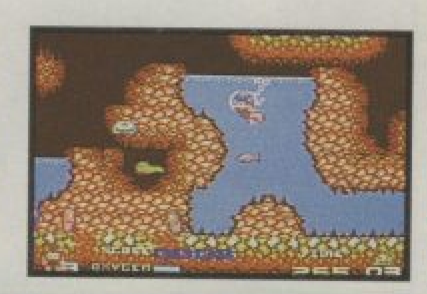
Should you get bored with competing in the races you can reverse the car and turn off the rally route. However, should you venture onto a public road the police give chase! But then, you are driving a powerful sports car...

As well as being Thalamus's first licensed product, *The Q8 Team Ford Rally Simulation* is also Thalamus's first multi-format release — released in May on ST, Amiga, PC, Commodore, Spectrum/SAM and Amstrad CPC.



# LABELS

## CREATURE FEATURE







■ In the depths of the Black Forest of Gateau Clyde, he's the ugly bug breathing fire, sets off in search of creatures to make powerful potions with.

Back to more traditional Thalamus news — a groovy arcade game happening on the Commodore 64. CREATURES comes from Apex Software who previously dished up Thalamus's impressive Retrograde.

The title CREATURES stands for Clyde Radcliff Exterminates All The Unfriendly Repulsive Earth-ridden Slime. Hmmm. Thank heavens for acronyms, eh? Well, you get an idea about the game.

Right, let's have a gander at this demo. Here's Clyde, strange looking chap; all eyes, arms, legs and little else and this place is the Black Forest of Gateau. Ho ho! It's swarming with weird bug-eyed fellows which make up the Earth-ridden Slime.

And we're off. Rather smart parallax horizontal scrolling here as Clyde runs and leaps his way through a maze of hedgerows, tunnels and trees. Oh, and there's the odd pond and river to swim through — luckily Clyde always carries a mask and snorkel for such occasions. Clyde's spit kills the more feeble creatures, with his fiery breath eliminating the tougher inhabitants.

Clyde can have his weaponry extended (hoot, hoot!) by guzzling magic potions. Potions are created by boiling up a few creatures in a witch's cauldron — and you'll find the witch in her potion shops which are scattered throughout the playing area.

Expect CREATURES on the Commodore 64 this autumn.







## FIRE FIGHTING

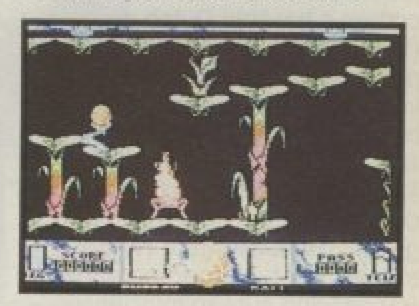
What's the oddest character you've ever controlled in a game? Aliens? Moles? Ninjas? Pah! In Thalamus's forthcoming C64 game, *Heatseeker*, you control a robotic leg in a blue welly with a ball balanced on top! And the objective is to collect heat from forest fires.

Heat is needed to breath new energy into a sacred plant, which lies at the centre of the forest — three levels away from where you begin. Endless pollution and acid rain are draining the plant's lifeblood and should it die the forest will die, along with the tribes who inhabit it.

Now, you may imagine a robotic leg, in a blue welly with a ball balanced on top is not the first thing you'd think of if you had to collect heat, but it works! The leg can bounce left, right and up to manoeuvre itself around the forest; carefully springing up trees and creepers to reach even the most difficult fires. Then, you can disengage the ball from the leg and direct it towards the fire and absorb the heat.

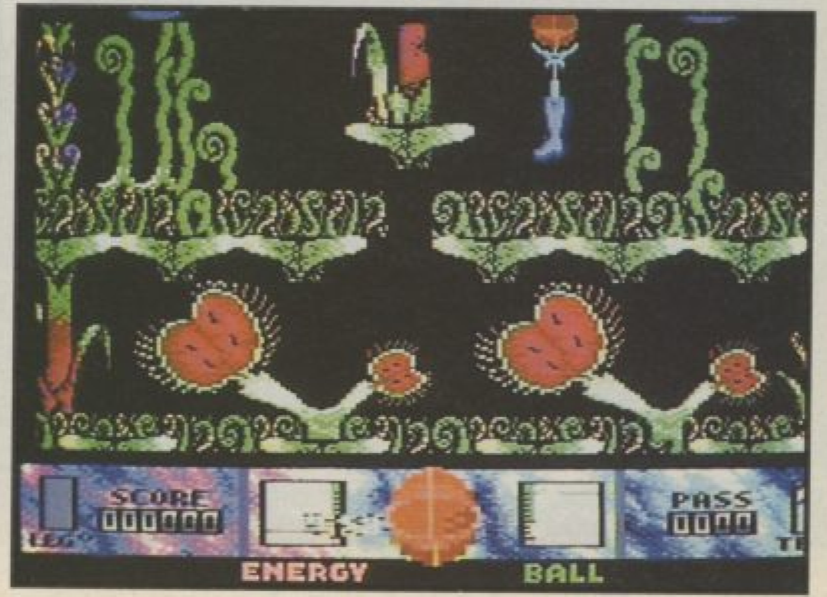
*Heatseeker*'s creator is Paul O'Malley, who has previously worked on *Arac* for the Commodore. As with *Arac*, the backgrounds are shown with character graphics and the forest wildlife uses sprites.

And the wildlife certainly is wild. The forest is crawling with manic frogs, snails and pesky armies of ants which can prove lethal for the leg! Thankfully, these animal irritations can be bopped off with your ball. But even the ball can have a perilous time of it when bounding around on its own.



Giant Venus Flytraps grow in parts of the forest and wait, with jaws open, for any tasty morsel which comes bouncing along...

When the sun sets in the forest the action gets tougher! With only a couple of spotlights to show you the way, the abundance of nocturnal creatures can prove dangerous — though, energy permitting, an infra-red mode can be accessed. A bit of a potty sounding game but the playability's spot on.



# LIKE A PHOENIX






In Thalamus's most tried and tested vein, the shoot-'em-up, comes a hot little Dutch offering (fnar!) called *Venomwing*, programmed by Softeyes. You know what this means? It means polishing up our appalling Dutch in preparation for the telephone call to blag a demo disk from Softeyes. Here goes... 'Helloeflurgen! Hurgen surgen TGM, blurgen nergen *Venomwing* surgen murden lugern Softeyes demo hurgen disk!'. Not too bad. 'Er, yeah. We'll stick one in the post tonight.' Oh, they speak English.

Softeyes' background in producing Amiga demos soon shows on *Venomwing*, their first game. The movement and animation of the endless alien attack formations is smashing; the way they curve, spin and generally fly around, sometimes with a stream of around 30 aliens in line, is great. Eliminating a wave reveals a power-up icon and the more icons collected, the more bolt-on weaponry you acquire — from extra laser bolts, spinners and drones to icons that transform your ship into an indestructible hawk.

There are four levels, which doesn't sound a lot, each huge and stuffed with large animated graphics — the leaping mutant frog is especially neat.



Naturally, there's an end-of-level monster to bash: a disembodied head which uses its eyeball as a weapon on the first stage. Two of the levels scroll horizontally, two vertically.

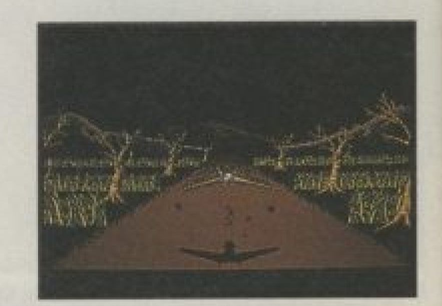
Due to its immense graphics and super-duper sound they'll only be an Amiga version, and that should appear in June.







# NO RESTRICTIONS



The next game from the people that programmed US Gold's *Strider* is also coming through the stable known as Thalamus. Pan-Am's Fly/Drive holidays have nothing on this. In Arc's first original game, *Restrictor*, you're flying and driving over four deadly landscapes.

*Restrictor* is still in the early stages of development, with a 16-bit release expected early autumn, but already it's looking hot. The movement of the road is smooth and fast, probably some of the best we've seen, with sweeping bends, hills and dips. Whether you fly the space fighter or drive the car depends on the alien attack waves, and which of the four planets you're on. We'll keep you posted.





## ALSO COMING FROM THALAMUS

**THE SEARCH FOR SHARLA**
Long-awaited all-formats epic adventure quest, featuring walk-through graphics.

**ARMALYTE**
Mammoth shoot-'em-up that rocked the C64 world still being programmed on ST, Amiga and Spectrum.

**BAMBOO: HAWKEYE II**
Sequel to smash hit C64 game, due in the autumn.

# GOODBYE C

**Every dog has its day. Expert howler and street fouler Richard Monteiro donned his Hush Puppies and collar to have his day at Sullivan Bluth Studios in Ireland. There he shook paws with the creators of Dragon's Lair, Space Ace and All Dogs Go To Heaven...**

While you might not be familiar with Sullivan Bluth Studios in Ireland, you're probably well aware of the creative and entertainment achievements of the animation studio (and the excellent Guinness available in the pubs nearby). Classic feature film-length animated cartoons like *An American Tale* and *The Land Before Time* are a couple of the fantastic productions to have emerged from the Dublin-based company.

The creative heart of Sullivan Bluth is three animators — Don Bluth, Gary Goldman and John Pomeroy. All three were employed at some point by Walt Disney. After disagreeing with Disney's animation principles, they and 11 other animators resigned in 1979. Working in Don Bluth's garage, the team produced *Banjo*, *The Woodpile Cat* and *The Secret of NIMH*.

After a meeting with financier Morris Sullivan in 1984, Sullivan Bluth Studios was established in California. Around the same time the Irish government was trying to entice foreign industry. Sullivan Bluth subsequently opened a studio in Dublin. It was there that much of the cel painting for *An American Tale* was done. *The Land Before Time*, a Spielberg/Lucas presentation of a Don Bluth film, was almost entirely directed, produced and animated in Ireland.

## CATS AND DOGS

So what has all this got to do with computers? Arcade fanatics probably know Don Bluth better for his revolutionary laser disc games — *Dragon's Lair* and *Space Ace* — that appeared in the early Eighties. Only recently *Dragon's Lair* and *Space Ace* appeared on computer format, and are in the process of being converted to console.

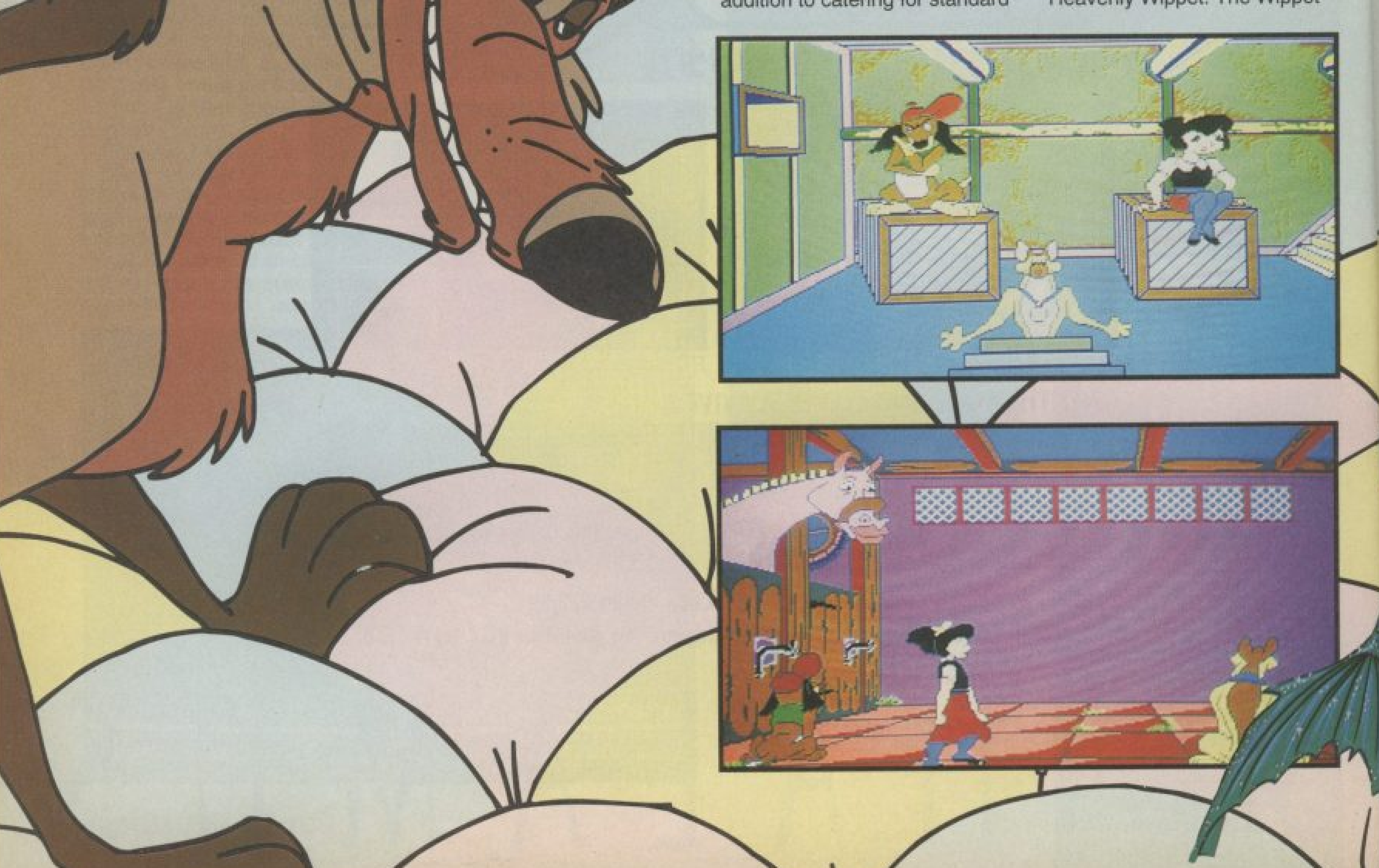
An offshoot of Sullivan Bluth Studios, Sullivan Bluth Interactive Media (SBIM), is responsible for producing and commissioning the computer and console games. In addition to catering for standard computer and console formats, SBIM is currently working on CD-ROM and CD-I entertainment formats. While the emergence of anything on the silver disc is still some way off, there are numerous other games just round the corner.

The latest Don Bluth animated movie enjoying box office success in the UK is *All Dogs Go To Heaven.* To coincide with the cinema showing, SBIM are madly finishing work on a game for the Amiga and PC. Other versions may appear later.

## DOGGY DOO

Charlie Barkin, a German Shepherd dog with a shady past, plays both hero and rascal in *All Dogs...* After breaking out of a New Orleans dog pound with help from his friend Itchy, Charlie discovers that his gambling partner, Carface Malone, has mysteriously hit the big time. And unbeknown to Charlie, Carface plans a dastardly, and potentially deadly, double cross.

Carface's dirty deeds done dirt cheap work out, and Charlie finds himself at the Pearly Gates face to face with the Heavenly Wippet. The Wippet



# CHARLIE...

formats,
ing on

While
hing on
me way
s other
orner.

ng box
K is *All*
o
a
dly
e for the
ersions

an
ady
d rascal
king out
ound
Itchy,
s
ce
y hit the
n to

done
Charlie
y
he
ippet

assures Charlie that he'll be allowed in, but only after he sets things straight in New Orleans. Charlie returns to Earth and discovers Carface's wealth-making secret... an orphan girl called Anne-Marie who can talk to animals. She's no relation to Dr Dolittle, although she does know a Plesance Dolittle in San Francisco.

Thinking he can make a quick buck out of the kid, Charlie kidnaps Anne-Marie. But Anne-Marie thinks she's found a best friend in Charlie, and Charlie gets emotionally involved too... Gerroff Caswell, I didn't say anything about beastiality.

After a series of fiendish schemes, scraps and unexpected adventures, both Charlie and Anne-Marie find their lives at stake. Only one can be saved and the outcome is in Charlie's paws.

That's the film. The computer game will feature many of the animated sequences and sounds of the film. However, *All Dogs Go To Heaven* the computer game will be a departure from *Dragon's Lair* and *Space Ace*-style action. The game is to be aimed at a young audience and will be split into several sub-games: word scrabble, ninja fighting, obstacle course races, and maze, logic and co-ordination challenges. Charlie and companions should be on a computer screen near you very shortly.

Ruff, ruff!



■ Let's do the Timewarp again. Above, a scene from Dragon's Lair: Time Warp.

## DEATH OF THE LASER DISC

**Don Bluth's laser disc games *Dragon's Lair* and *Space Ace* caused a commotion when they appeared in the early Eighties. The combination of TV-quality sights and sounds set games players alight. Sadly, arcade games containing laser discs proved unreliable; arcades were naturally wary of taking on new releases. The laser disc market died.**

**Even though laser disc technology has advanced tremendously in the last few years, it's going to take a long time, and some hard sell, before arcades will readily accept games of this type again.**

**Don Bluth's *The Sea Beast and Barnacle Bill* was supposed to follow *Space Ace* into the arcades — but due to various reasons the game never appeared. The good news is that the game will appear for computers and consoles in around a year's time.**

**It's very likely that *The Sea Beast* will be Sullivan Bluth Interactive Media's first CD-ROM/CD-I game. CD-I will offer arcade-quality audio and video in the home, so there may never be the need for laser disc to reappear in arcades. Here's to 1991.**

**Also in the pipeline are *Dragon's Lair II: Time Warp* and *Space Ace II: Borf's Revenge*. Again, these aren't likely to appear this year.**

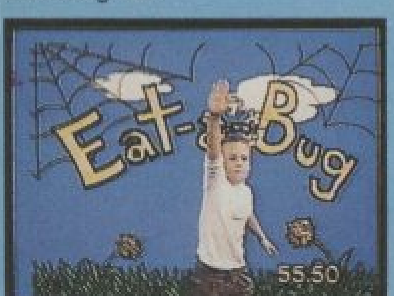
■ The storyline for The Sea Beast has yet to be worked out, so don't get too excited just yet.

# EAT A BU

**Marshal M Rosenthal talks to Dean Friedman about his innovative interactive video/computer interface for the Amiga...**

The *Eat a Bug* interactive video system represents some of the most powerful technology available of home users. It was first used as a segment for an American children's television show in late 1989 — kids from the audience got the unique experience of being placed 'inside' a video game (much like the UK's *Weird Dreams* TV show).

Picture this. You are superimposed on a graphic background displaying a garden scene, filled with animated bugs, bees, some nasty spiders and centipedes. Then the insects start to move, so what to do? Swat 'em of course. They disappear. You have just interacted, in realtime, with a computer game — albeit in a very simple way. The system you have just used could have strong implications on not just games, but the future of computers (as we know it). That's why TGM is checking out.




The demonstration about to take place is situated high in the New York skyline within what appears to be a mini television studio. In the corner can be found bright lights and a broadcast-quality colour television camera, which is hooked up to a portable switcher (a device which allows several video transmissions to be altered and mixed together). A couple of tangled power cords twist their way over the floor and finally come to rest on a long banquet-style table. The course being served is a series of monitors and two Amiga computers. Around them, a series of high-tech gizmos beyond yer average journalist's comprehension.

Innovator, Dean Friedman is standing in front of a white projection screen, going through a series of crazy antics involving his hands, twisting his neck, and generally moving about like a crazy man. Looking over towards the switcher, we see a number of different images on the attached monitors. On one there's the *Eat a Bug* graphics; with moving animation. On another, all we see is Dean. On yet a third and fourth can be found data screens; one showing a series of lines which resemble BASIC programming, the other being a straight Amiga screen showing a program interface, with various gadgets and slides to move and affect. But it's the large colour monitor resting on top of the switcher that brings it all together.




■ Kerpow! Take that you vile bug! Oh ho, there's two more insect horrors coming my way — with another flick of the wrist they can be swatted into oblivion!




■ Using the Mandala interface in conjunction with Delux Paint III , Dean Friedman brings Eat A Bug to life.

'Now keep in mind,' starts Dean, 'that this is all designed to be mixed downstream with the use of professional television studio equipment. This allows the extremely high quality, high resolution image of the user to be chroma-keyed over the graphics. This top-end equipment is part of the reason that the overall image is so spectacular; it enables a quality that gives the TV viewer what he's used to seeing. The chromo-keying basically removes the player from the background, and then superimposes them on the graphics using the mixing process. This eliminates any shadows. You could say that it 'stamps' the player down on the screen.

'I'm using two Amigas — hooked together through the MIDI ports. The master unit (a 1000 with 2.5Mb) drives the second (a 500 with 1Mb) by sending MIDI signals to it. The 500 is responsible for running the sampled (using *AMAS* and *Audio Master* 2) music and sound effects. Using MIDI control means that the two units run together with no problems, and having a dedicated sound computer puts less strain on the other CPU.'

Dean continues: 'The main unit, meanwhile, is running the script for *Eat a Bug*. A quality genlok is being used to take the RGB signals from the computer to the switcher. The image of the player is also going into the genlok. Now here's where it gets fun. The player's image is also going into the master Amiga through A-Squared's



e in
ll , Dean
life.

wing a
semble
he other
screen
erface,
nd slides
it's the
sting on
brings it

tarts
signed
n with

ent.
y high
mage of
eyed
op-end
reason
so
quality
what

the

ne

any
hat it
on the

he
it (a
ne
by
The
ning
and
d

units
ms,
und
n

in
the
ity
e the
uter
of
the

e is

# BUG



■ The main Eat A Bug control unit where animated Amiga graphics, running on an Amiga 1000, combine with video images of the player to produce a truly interactive game. Let's get swatting!!

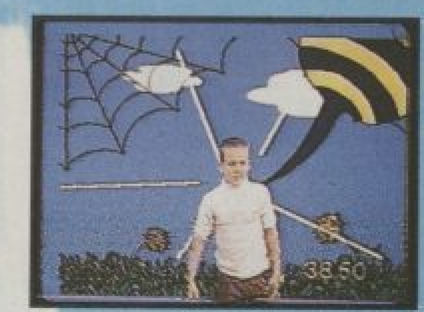
*Live* device, a digitising board that works in realtime. Now, I know what you're thinking; the image of the player onscreen doesn't look digitised. No, because I'm using *Live* in a different fashion. Its job is to show the computer where in space the player is by rendering the player as an object. This information is then processed for collision detection. The Amiga knows exactly where every pixel is in relation to every other.

'Speaking of which, I did all the graphics using *DPaint III*. *Mandala* (see box) is the interface that brings it all together. It's very powerful, though a bit bug-ridden. The company never promoted the product, and so you take your chances in working with it. But the results are worth it!

'So, we have all computer effort going on. What we do now is not allow the digitised image to be seen — so all that goes out to the switcher is the real time 'live' view of the player. Yet, internally, the computer is reacting to the digitised image. Now I take my script, which processes all the graphics and animation, and activate it. The results are what you've seen; a real-time, high quality video image of a person interfaced with computer graphics that react to their every move. Pretty neat, eh?

'Now think of the applications for business and broadcasting,' he notes. 'Presentations become amazing, teaching information in schools and libraries becomes interactive. Music videos can really stretch here, not to mention animated/live action programming. Plus television shows, like weather reports and cooking, can turn into great fun.'

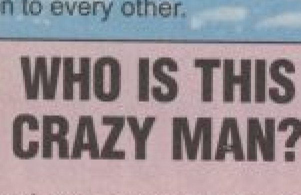
Dean admits that *Eat a Bug* was designed to be simple, to fill a market that hasn't been tapped for young people. 'Another silly game I developed for fun is called *Toxic Waste*,' adds Dean. 'Here you stand at the bottom of a lake, trying to catch all the poison being



dumped into the water. What I'm doing now is working on high-end entertainment applications, gearing towards creating environments which can be placed and played in video arcades. Imagine the fun for the player when he sees himself inside a video game; moving around, jumping, doing things — you work up quite a sweat when you get physical. There are other aspects which weren't tapped for *Bug*, such as joining graphic objects with the player, so they can pick up things and use them. It's the physical contact between reality and video that I'm going to exploit. Think of how amazing and realistic a karate game could be! And how fast the player will become bored with the 'old' video game way of doing things. Don't believe me, go ahead and try *Bug* for yourself.'

Always eager for new adventure, we concur. Three games later, and with a bad back from dodging that bee's stinger, I can see how this kind of interactive entertainment spoils you. Dean says that he should have a system up and running in New York before the summer of 1990. And, without a doubt, TGM will be there.

## WHO IS THIS CRAZY MAN?



**Trained as a musician, Dean had a number of 'hit' records in the Seventies. He got interested in using music with computers, which required learning about MIDI. From there it was a short step to buying an Amiga, and... well, here's Dean to continue the story...**

**'I first thought about getting a personal computer so that I could use it for musical effects. I would have gotten the Atari ST, but I frankly didn't like the feel of the keyboard. So quite by accident I ended up with an Amiga 1000 — this was when they first came out. Once I set it up, everything changed. I was absolutely blown away by the graphic capabilities.**

**'I got working with the system, doing music but also playing around with programming and gaming. My three-year-old wanted fun things to do, so I would devise little games on the Amiga. This got me thinking about the lack of 'silly' stuff for kids to play with on computers. I then wanted to do my own. Which matured into wanting to create interactive games that force the player to participate.'**

**Dean notes that seeing Very Vivid's *Mandala* program a few years ago stuck in his mind. 'They never got the system officially out in the market, but a number of computer/performers picked up on it. The system was originally designed to let you interface with things like music onscreen — peaking my interest from the start. So when it came for me to integrate all that I wanted to do, *Mandala* was the way to go.'**

# All Systems Go!

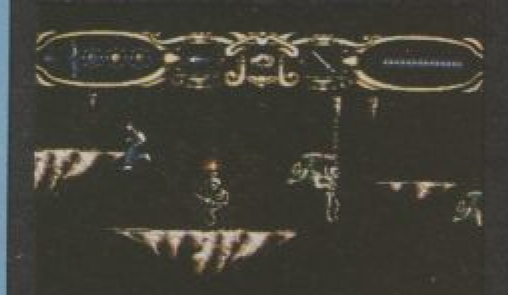
**On a recent trip to System 3 HQ in London, TGM discovered a veritable Ferrari load of corking conversions ready for release soon**




■ Previously, 8-bit owners have always had the last laugh when it came to System 3 high street hits. But soon ST owners will be playing the graphical delights of such Last Ninja 2 as well.




■ Amiga action in System 3's latest conversion, Tusker... a bit late for the Indiana Jones tie-in!



■ System 3 are releasing tons of hot hits over the next 12 months. No, it's true! The only myth coming from System 3 this year will be the long-awaited 16-bit conversion of the incredibly successful Myth.



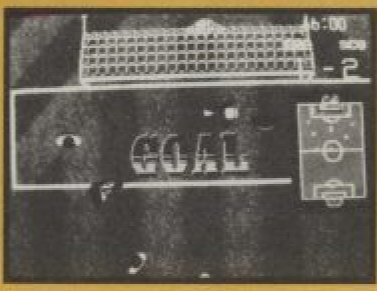
■ The ST version of Vendetta is still in the early stages of development. Although, as you can tell from this absolutely glorious screenshot, that it's well on its way to becoming one of the best 16-bit arcade adventures of the year.

# ELITE'S SEGA TRIO










**Two years have passed since Elite last licensed a coin-op — but now their hitting back with three Sega games all ripe for conversion.**

*Last Battle* is a stonking great platform game featuring four levels with around eight sub-levels in each. Leap and bound through the scenery, knocking off a bunch of very odd looking enemies, and come face to face with a megalithic adversary in the final confrontation.

The two other licences are Sega's successful sporting titles, *World Championship Soccer* and *Tournament Golf*. It's all-action in *Soccer*, which features large player sprites viewed from overhead. You can participate in either the World Championship or two test matches.

*Golf* is a calmer game and takes the player around courses in Japan, Britain and the States.

All three conversions are a while off yet. *Tournament Golf* is planned for release at the end of October with *World Championship Soccer* and *Last Battle* appearing in November.

# SHOCK WAVE

Arcade machines — don't they make you sick?! One minute you're hydraulically thrown to the left, then to the right, and then you get flung into the air as the mechanics toss you skyward... All the excitement of such machines is now being created on computer thanks (!) to Digital Magic Software and its new game *Shock Wave*. Weave and dive through oncoming landscapes desperately trying to dodge or destroy the hordes of alien scum swarming maniacally towards you! All achieved by combining tiling with a new digital rotate technique, *Shock Wave* is coming to your ST, Amiga and PC soon!





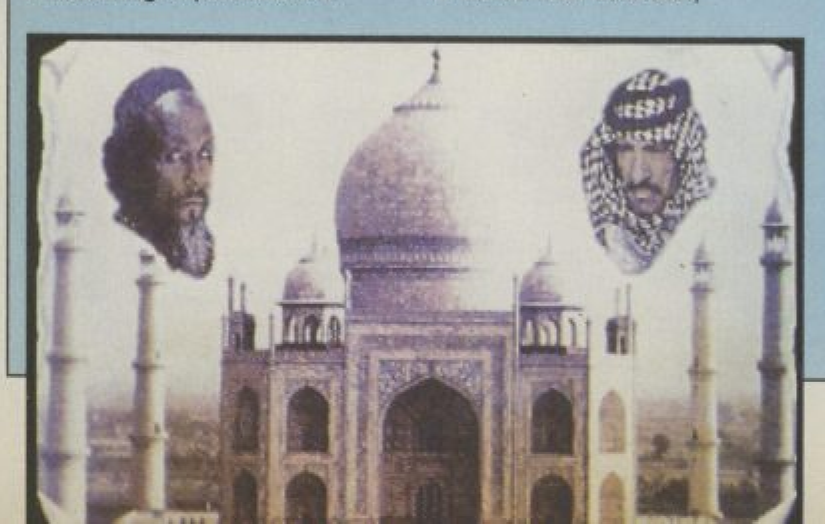
**Fill your trousers with earth cos it's time to escape from Colditz with Digital Magic's newie called, erm... *Escape From Colditz*. Take control of four allied prisoners of war, incarcerated in the notorious Castle Colditz, who are attempting to break out and reach the border or the French Resistance. The whole arcade adventure takes place on an isometric 3-D scrolling map which includes 600 locations in Colditz and a huge exterior map. Licensed from the board game of the same name, *Escape From Colditz* is appearing soon on the Commodore 64, Atari ST, Amiga and PC.**

# ESCAPE FROM COLDITZ

# KHALAAN

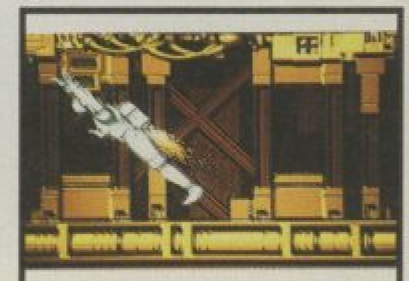
Flying carpets are on the horizon in Rainbow Arts' forthcoming mystical game *Khalaan* — an action adventure with a tale of intrigue and power. Four great Caliphs, rivals for many years, are united by the realisation of a prophecy — a dark intruder is threatening to possess the kingdom of Khalaan. Only by defeating him can one of the four call themselves the Great Caliph. The game features four different sequences, ranging from town trading to huge battles on the high seas, and is due out on the Amiga, ST and PC in June.

A month after *Khalaan*, Rainbow Arts release *Legend of Faerghail*, a whizzy roleplaying adventure. Enter a medieval world and use your warrior skills to defeat an army of elves, rampaging through your peaceful homeland of Faerghail. However, the game's not all hack 'n' slash — the elves, once a jolly lot, are possessed by evil and you have to release the tormented souls of the elf civilisation. You also have to master three different languages in order to communicate with dwarves, magicians and animals. Not mentioning the 80 intelligent characters who not only attack but track and trap your group of followers. Discover more in July on ST and Amiga.



# ROTOX

Rotox is a cyborg: a 22nd century computer-assisted fighting machine. *Rotox* is US Gold's big 16-bit game for June. Battle through ten levels, each with its own theme, and prepare to be 'amazed' (according to US Gold) by the new game technique Rotoscape where your whole world rotates around you.



# SEVEN TONS OF SPEED




## TAKE CONTROL OF ONE OF THE WORLD'S MOST POWERFUL RACING CRAFT.

POWERBOAT USA: OFFSHORE SUPERBOAT RACING puts you at the helm of 4 nautical thoroughbreds as you compete on a circuit of realistic three-dimensional courses. A fast fleet of 4 computer skippers stands between you and the most prestigious title in all of powerboat racing. Buckle your life vest, it's going to be a bumpy ride.

**ACCOLADE**

Accolade Europe Ltd., The Lombard Business Centre,
50 Lombard Road, LONDON SW11 3SU.
Telephone 01-738-1391.

**Release Dates**

IBM PC - April - £24.99
Atari ST - April - £24.99
CBM 64/128 Cassette - April -£9.99
CBM 64/128 Disk - April -£16.99
Amiga - April - £24.99

Screen shots from IBM and CBM disk versions.


SHOOT
TO
KILL...
THALAMUS
DELTA CHARGE!
By Twilight
SCREENS AND SCREENS OF DEATH-DEALING DESTRUCTION AND MAYHEM!
Earth is in deadly peril! Deep in space — an area called **Delta** — alien forces are massed ready to attack. And you are the only one to stop them! Can you survive and destroy the endless waves of enemy fighters hurled at you by the warships?
**Charge — and find out: but shoot to kill!**
Spectrum and SAM Coupé £9.99 Cassette
Thalamus Limited 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

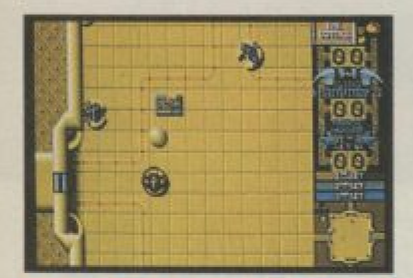
# TEAM YANKEE




Empire have gained the rights to produce a strategy action game based on the best-selling war novel by Harold Coyle. *Team Yankee* is set during the first few days of World War III and follows the action of four tank units in six major tank battles.

You start off by strategically deploying units on the battlefield, and then action is controlled and viewed in a 3-D vector graphic model of the battlefield. You can either see all four tank views onscreen at once or pick out one tank for a full-screen display.

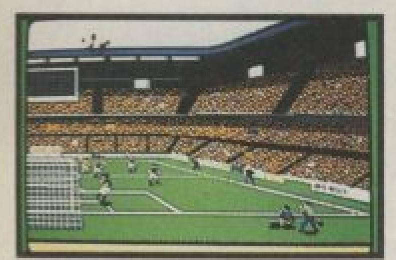
*Team Yankee* is being programmed by Oxford Digital Enterprises, who previously developed the computer adaptation of Tom Clancey's *The Hunt For Red October* novel. They confess *Team Yankee* is not designed to be the definitive tank simulation but say they have been scrupulous to convey the action and urgency of real tank engagements. The game is set for release very soon on ST, Amiga and PC, with 8-bit versions due to follow later in the year.



# PROJECTYLE

Americans are a funny lot! Take this forthcoming Electronic Arts game *Projectyle*. It's not from EA's HQ in the States, but actually developed and programmed here in the UK. Once it went under the title of *Tribal*, a perfectly good and amusingly apt name for a game which involves three teams (hence 'Tri') knocking about a ball (hence 'bal'). But the Yanks decided it would be far better to call it *Projectyle*. Anyhow, it's out now on the ST and Amiga.

# ITALY 1990

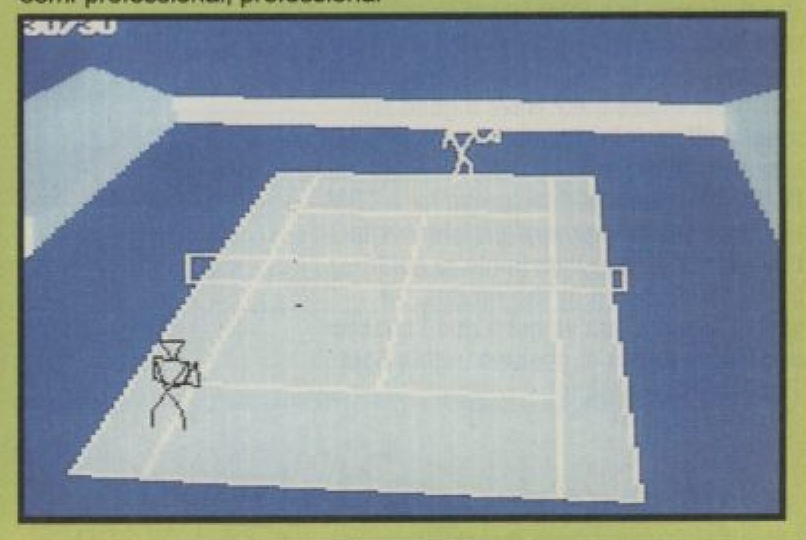


**Here it is! Italy 1990 — US Gold's entry into the foray of soccer titles coming soon.**

# INTERNATIONAL TENNIS

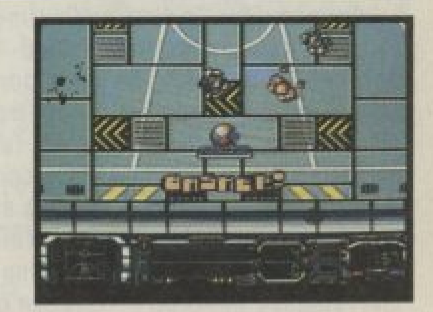
Across the room, at this very moment readers, Chris and Jops, who together are Sensible Software, are showing off the wonders of their latest creation *International Tennis*, due for release from Palace soon. 'It's The Saint!' comments Ian Chubb, TGM's layout layabout. And well he might, for as the screenshot shows, the two tennis players are displayed using vector graphics. A strange choice for a tennis game? 'It's a lot easier than using sprites — the tennis court can be viewed from any perspective, absolutely any. There are infinite views of the court and so the players change perspective and angles in relation to the court. It would be impossible to create enough sprites. Besides, there are 69 frames of animation.'

You can play against a friend or the computer, with four skill levels to choose from: amateur, semi-professional, professional and ace. *International Tennis* takes you to 72 tournaments, each realistically created on clay, cement, grass and indoor carpet. Out in time for Wimbledon (the game features the BBC Wimbledon theme) on C64, Spectrum, Amstrad, ST and Amiga.



# FUTURE BASKETBALL

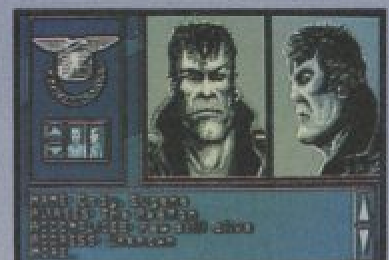
Basketball is a neat sport, isn't it? The skill needed to throw balls through nets is amazing — we practice religiously here. Hewson press release in the bin and you score two points. Ho, ho. And by a spooky coincidence, Hewson are releasing a game based on said sport entitled *Future Basketball*, due for a June release on the ST and Amiga. Featuring a full management system with six skill levels, a two-player mode, two leagues and three different court surfaces.

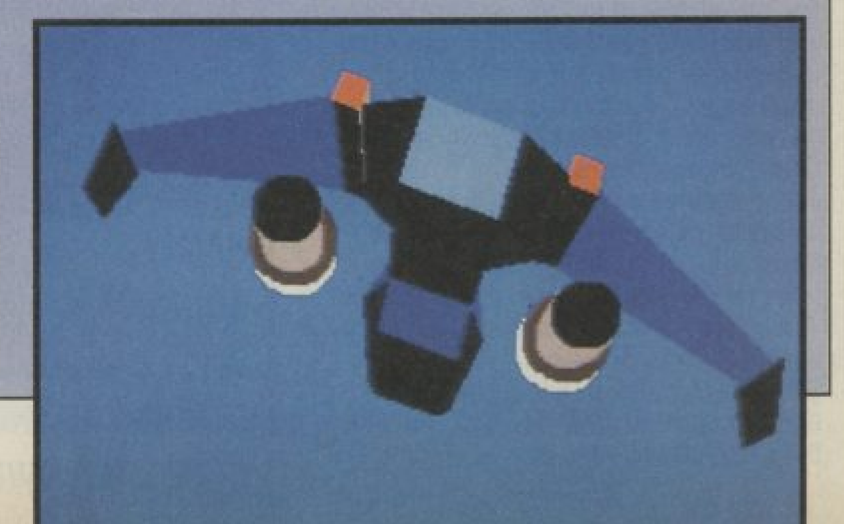


# MIRRORSOFT'S BUNDLE OF JOY



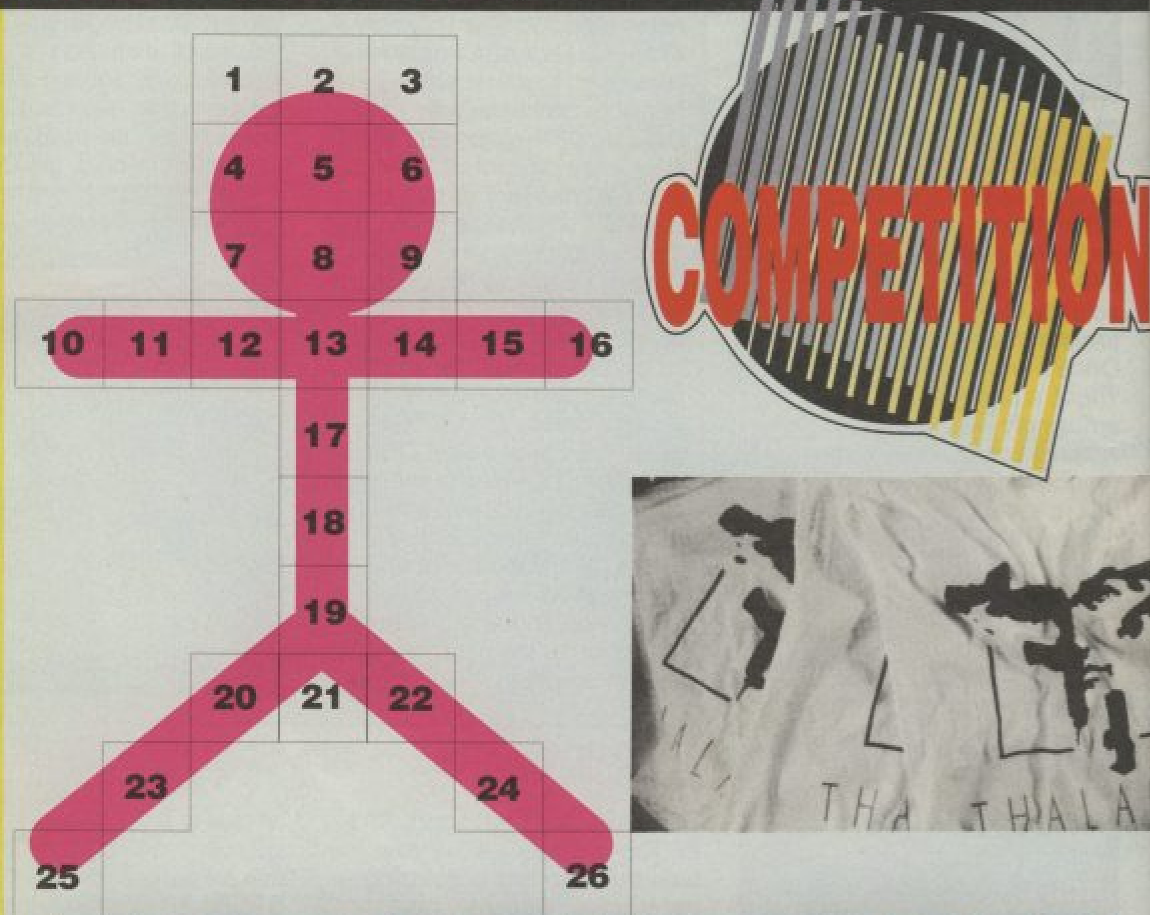
The eagerly-awaited *Back to the Future II* is set for release soon. Along with other Mirrorsoft wonders: *Up and Away*, a cutesy platform romp; *Duster*, a futuristic game from *Carrier Command* team Realtime; *Killing Cloud*, an action adventure programmed by Vektor Grafix; *Riders of Rohan*, another Tolkien game from Aussies Beam Software; Cinemaware's World War I fighter pilot game *Wings* and *TV Sports Baseball*; and *Battlemaster*, a PSS strategy game with arcade graphics.





# SPOT THE THALAMUS

## ■ WIN A COSWORTH CAR PRINT!
## ■ WIN GAMES AND T-SHIRTS!




### CAN YOU DIRECT ME TO THE NEAREST THALAMUS?

The thalamus is a jolly important part of your body. Bet you didn't even know you had one, didya? Well, you do now. But do you know where it is? Have a good feel around all your innermost cracks and crevices, fiddle with your extremities... (Snip! We interrupt this compo for a TGM warning: We recommend you do this in the privacy of your own home to avoid being slammed up by the rozzers.) If you've found it you've got a good chance of winning heaps of goodies in this Spot The Thalamus compo!

### AND THE OTHER THALAMUS...

The other thalamus is a swanky software house famed for its sizzling Commodore 64 titles, such as *Retrograde* and *Armalyte*, and soon to be even more famous for heaps of other titles like the *Q8 Team Ford Rally Simulation*. Take your Ford Sierra Cosworth 4X4 turbo car rallying over three tough terrains at breathtaking speeds. Apart from all the other games previewed, Thalamus have just released *Mindroll — Quedex USA* on the Amiga and PC, and for Speccy blast fanatics there's *Delta Charge!*, a multi-level all-action shoot-'em-up!

### OKAY, OKAY. SO HOW DO I WIN?

See this picture of the human form with a grid overlayed on it? You have to spot the thalamus — simply tell us which grid square it's in. For the first-prize winner there's a stack of prizes — firstly, a large, framed print of the Ford Sierra Cosworth car as featured on this month's cover, plus a copy of the game and a stonking great Thalamus T-shirt. And for 20 nearly-as-lucky runners-up there's a copy of the *Q8 Team Ford Rally Simulation* and a T-shirt each.

Send your form to: **NEWSFIELD, RALLY GOOD THALAMUS COMPO, TGM, LUDLOW, SHROPSHIRE SY8 1JW.** Entries by June 15.




NAME.......................................................

ADDRESS.......................................................

.......................................POSTCODE....................

I THINK THE THALAMUS IS IN SQUARE .............................

COMPUTER OWNED.......................................................

THE BIG SHOT

# WELCOME T

**One**
**mill**
**dan**
**com**
**unv**
**new**
**ann**
**Car**
**disc**

*Won*
WIM
syst
deve
Scro
have
grap
lots
ever
auto
*Won*
100
inde
and
mak
gam
size

W
Sinc
bos
dec
is 't
eve
exp
yea
cos

# D WONDERLAND

**One of the great mysteries of recent millennia, the source of courageous, yet dangerous, expeditions for untold computer journalists has finally been unveiled... Well, almost. Yes folks, the new Magnetic Scrolls game has been announced! T'will be based upon Lewis Carroll's Alice In Wonderland as TGM discovers...**



■ Huffing and puffing on his hookah — it's the giant caterpillar!

*Wonderland* uses a new WIMP-based control system, Magnetic Windows, developed by the Magnetic Scrolls team. So, you'll have a window for graphics, another for text, lots of menus, icons for every location and object, auto-mapping and more. *Wonderland* is packed with 100 locations, around 18 independent characters and 3Mb of code, which makes it Scrolls' biggest game yet (three times the size of *The Pawn*).

While chatting to Anita Sinclair, Magnetic Scrolls' boss, she unsurprisingly declared that *Wonderland* is 'the best game we've ever done'. And the most expensive. With 25 person-years of development, it cost around £250,000 to produce. The game can be played as a text adventure or controlled via the WIMP system. However, anyone looking at *Wonderland* and expecting a fairy tale can think again. The game is 'not twee' but 'more macabre'. Anita promises 'amazing puzzles' and, as the game portrays Alice's dream, no deaths. If you fail Alice simply awakes.



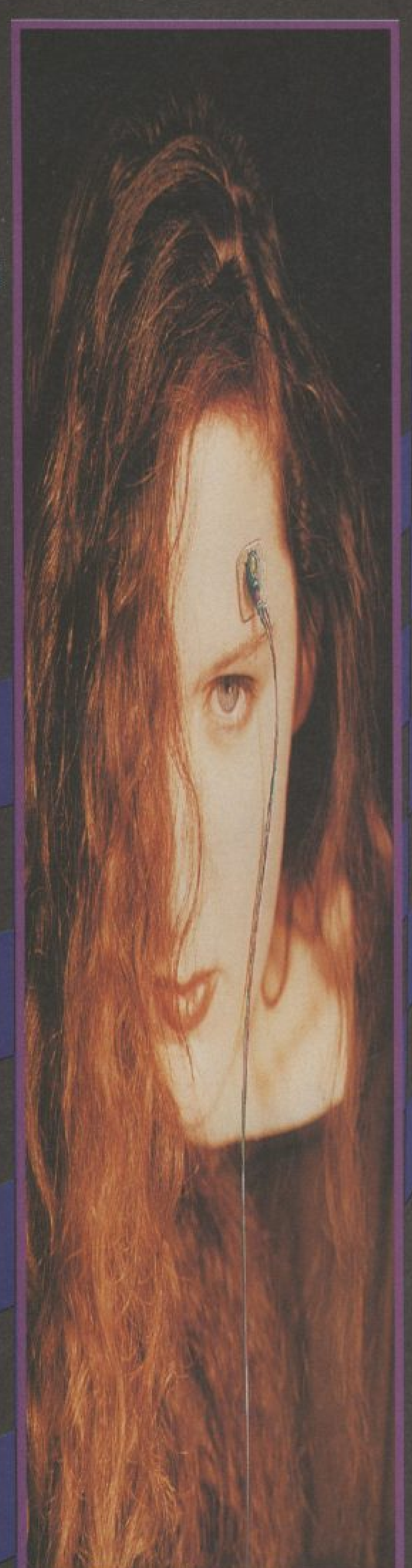
■ The river bank where Alice's dream and your adventure begin



*Wonderland* will be available in June for Amiga (three disks), ST (four disks) and PC (five disks). Archimedes (three disks) and Apple Mac versions will follow later. The cover illustration (left) is by artist Dermot Power.

PAUL RIGBY

# CEREBRAL SOFTWARE



*"As the disk loaded, I felt drawn into different reality, an alternative world where I assumed the identity of another"*




## CONFLICT

**The Middle East Political Simulation**
**IBM PC • COMING SOON - Amiga • Atari ST**

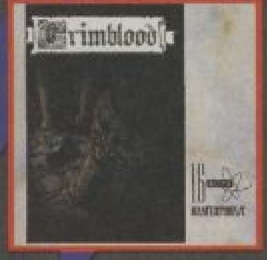
The Middle East Today is as unstable and danger as at any time since the Crusades. The superpow encourage their 'fighting cocks' and try out milit gadgets in the best of conditions. It is the poten cradle of World War III. CONFLICT puts you i world where military and economic forces comb to simulate the multiple pressures that a natio leader is under in a modern nation state. Your a to force the collapse of all four neighbour governments. A frightening and highly realis wargame.














## HUNTER KILLER

**Amiga • Atari ST**

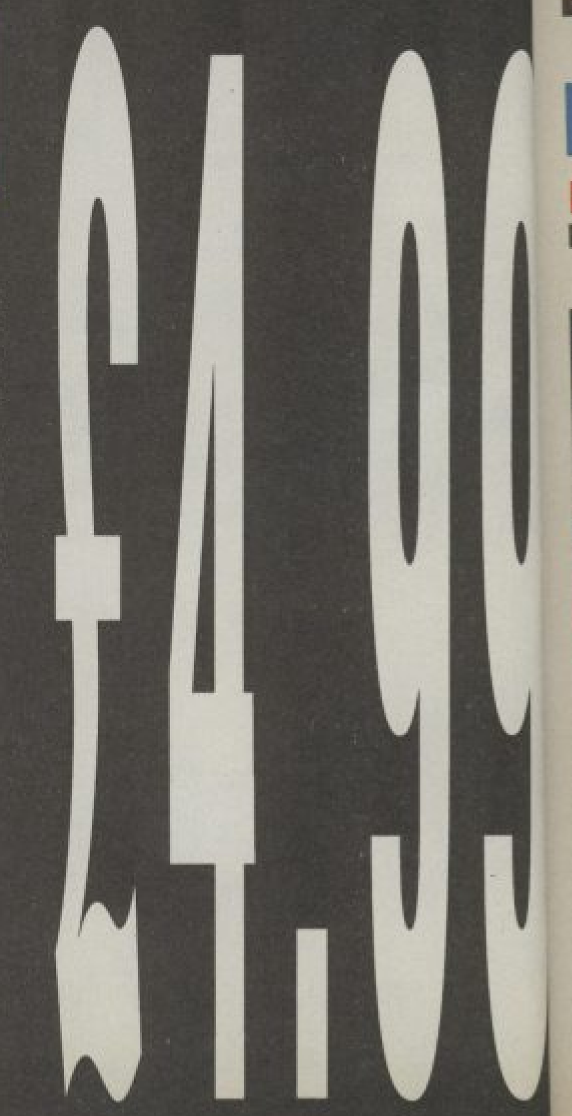
Experience the reality of commanding an American WWII combat submarine in the South Pacific. Master the controls of your vessel, then embark on a series of missions - from 'search and destroy' sorties to detailed escort duties modelled on real WWII campaigns. With eleven different submarines, fourteen separate missions to attempt, at a range of difficulty levels as well as practise patrols that take place during the day or at night, HUNTER KILLER has a host of features that outclass any other submarine simulation.




## GRIMBLOOD

**Amiga • Atari ST**

Place yourself deep within the walls of Castle Grimblood, here lurks a murderer, who is preying on those who live by and keep the rituals. You as the young Earl, Maximus, must uncover the terrible secret in order that he can unlock the chains of timeless obedience to the rituals of the castle and gain his freedom. If you fail you are certain to fall victim yourself to the stalking assassins knife...
A gothic whodunnit, written by Mike Singleton, featuring digitised sound and graphics and promising a different game every load!




16 BLITZ
MASTERTRONIC

Virgin Mastertonic Ltd • 2-4 Vernon Yard • 119 Portobello Rd • London W11 2DX • 01-727 8070

Screenshots may be taken from a different version.

# The Games machine REVIEWS

## PLANES

**SONIC BOOM — take to the skies in Activision's stunning conversion of Sega's airborne shoot-'em-up.**

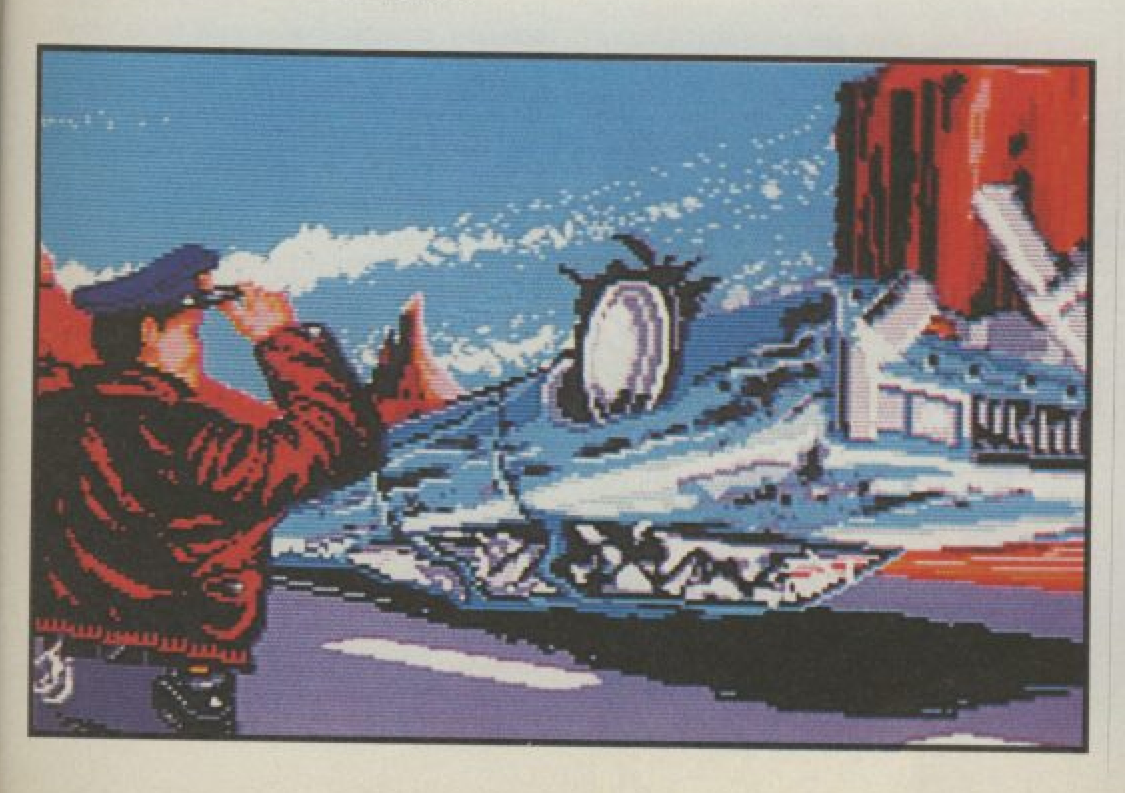


## TRAINS

**RAILROAD TYCOON — make tracks into the history books. Build the biggest railway network and impress your trainspotter friends.**

## AND AUTOMOBILES

**HIGHWAY PATROL 2 — burn rubber in Infogrames' graphically brilliant 3-D cars 'n' crooks game.**



## GAMES INDEX

**Die II: Rodney's Revenge**

# SKI OR DIE

**ELECTRONIC ARTS**

So you think you're cool, huh? Okay, so you were pretty rad in the old days, you were one of the best skateboarders around. Your rail slides and aerial ollies on the half-pipe were second to none, and in downhill 'jam' races you were rarely beaten. Yeah, you were one mean dude on the old 'board.

But that was more than two years ago. Times have changed. You may be older and wiser, but have you still got the skill, the split-second timing? And skateboarding ain't the thing anymore. It's still a popular and hip thing to do but it's not *the* big thing. It's snow (and we're not talking dubious substances here). Snow and skis, snowballs, and inner tubes (and no, I'm not lying about the last one). So, old timer, do you think you can stand the heat — and the cold? Think you can cut the ice?

If you don't think you're ready for competition in the five icy events, you can practise them as often as you wish before the real thing. Either way, you must visit the ski shop, owned by an aging punk called Rodney. You and up to five friends (if they can take the pace) can sign up for practice/competition and view high scores before taking a brief stroll/ski around the village. Depending on which route you take, you'll go to the snowboard half-pipe, innertube thrash, downhill blitz, snowball blast or acro aerial event, or if you're feeling energetic, all five (though, thankfully, not all at the same time).




■ Rodney, the cause of all your curses in Skate Or Die, has returned to haunt you, and this time he's fur-lined. Here in his shop, the cursor may be used to provoke comments out of Rodders — usually about his hair-do or ugly mug.

## SNOWBOARD HALF-PIPE

Just like a skateboard, but lacking the wheels, you use a snowboard to ski down a very long half-pipe — like a straight section of the Cresta run. Speed is increased by weaving in and out of the 'rev zones' (the curved sides of the pipe) and stunts are made by holding down fire and pushing in one of the four main directions. Depending on speed and where the stunt was attempted — on the tube floor, on the lip (edge) or on a mogul (mound of snow) — you can perform moves from simple jumps and back-bends to ones as fancy and diverse as 360° jumps, double backflips, and 540° aerials.

Within the two-minute time limit, Rodney awards points for moves, giving bonuses for a diverse display of moves and being generous if you keep repeating the same ones. He also passes comment on your performance, often sarcastically. He's at his most acidic when you fall attempting a move or trip over a log, punk penguin or chainsaw bunny!

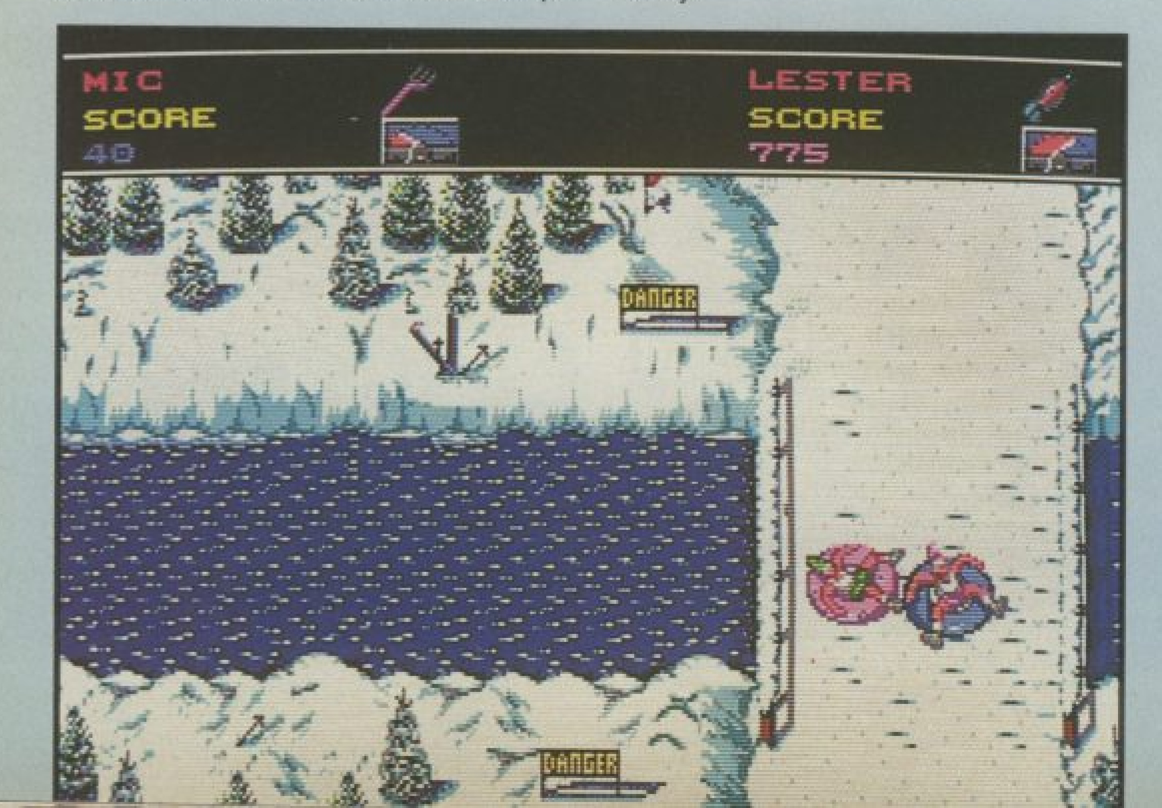
## INNERTUBE THRASH

Here's where you meet Lester, wild and nasty punk son of Rodney. Last summer, his reckless lifestyle led him to inflate a couple of truck innertubes he found at a garbage dump (sounds highly dubious to me). He and his equally whacky friend Aggro Eddie used them to race down a mountain side and 'friendly rivalry' meant that they'd resort to underhand tactics to be first past the makeshift finish line.

If *you're* going to beat Lester, you'll have to play dirty, too. Objects litter the vertically-scrolling course; if you pick up a dinner fork, lawn dart or Beaver Scout pocket knife, Lester's tube (or is that toob?) will deflate, the fork least efficient, knife the best. If Lester uses these handy implements on you, or if you run over the mousetrap or beartrap hazards, collecting patches and pumps strengthens your tube — but they won't be much help if you fall down a crevass. Points are awarded for collecting objects, puncturing Lester's tube, gaining a good lead and of course, winning.

## ACRO AERIALS

You've seen Franz Klammer perform long and spectacular jumps off the Swiss ski ramps (er, no we haven't, Woz. he was a racer, not a jumper — TGM Ski Expert)... you've seen Eddie 'the Eagle' fall through the air with rather less than the greatest of ease. Well those guys and everyone of skill levels somewhere between just don't know what fun is. Aerial ramps are where it's at. They flick you high into the air where you can perform flips and stunts before return-








GAME **SKI OR DIE**
PRODUCER **ELECTRONIC ARTS**
VERSIONS

| | |
|---|---|
| AMIGA | £24.99 |
| C64 | £9.99/14.99 |

**IBM PC**




**Snow. Lots of it. Mounds of it. We're talking more than a few flakes here, guv. So the background graphics feature a lot of white, with blue tastefully shading it, but also some cute log cabins and crowds (tree plantations and crevasses are on the repetitive side). Sprites are small but perfectly formed and brilliantly animated, perhaps the best example being the Downhill Blitz. The skier is dropped onto the mountain peak from a great height, falls deep into the snow then drags himself out, tightening his boots and brushing himself down. Scrolling, where it occurs, is smooth and all sprites move at speed — even on a slow PC. Rob Hubbard has coaxed a commendable Heavy Metal guitar sound out of the PC and used it to produce some amusingly over-the-top music. All this, plus polished presentation and fast loading, makes for an exceptional PC product.**

ing safely to the ground.

In this event, you generate speed by thrashing the joystick like a madman, then in the air press directions to perform moves such as spread-eagle, daffy, moebius strip and Porky the Pig (okay, okay, I made the last one up). The jump completed, five judges award marks out of ten depending on the difficulty, variety and fluidity of your aerial performance — and whether you landed on your feet or some other part of your anatomy.

### DOWNHILL BLITZ

This bears closest resemblance to an ordinary winter game and is also the most simple of the events, but that doesn't mean it's boring. If anything, the Downhill Blitz is a dangerous, edge-of-the-seat sport. You simply have to ski to the bottom of the course in as short a time as possible, but the slim snowpaths often lead to deadends. Trees and crevasses line the route; stumbling into/down them wastes precious time.

Cliff areas en route give you the opportunity to show off. If you're going fast enough, fire and the four main directions let you perform back-scratch, 360° helicopter, daffy and spread-eagle stunts. However, don't get too confident: if you fall over you miss out on a fat 1000 point bonus.

### SNOWBALL BLAST

And now for something completely different. Rodney's left you in charge of the tuck shop (well, tuck igloo, to be precise), full of the type of gooey, teeth-rotting foods the local brats love to eat. But the greedy little... creatures want the sweets now, not after dinner, so they've come to raid the igloo.

Never fear! You're armed with snowballs and, using crosshairs to aim, can splat the brats before they reach you. Brats are worth between 25 and 100 points, depending on their distance from you, but weirder creatures also deserve the cold shoulder — Bermuda bears, Most Abominable SnowThings and worst of all, chainsaw bunnies' revenge!

Naturally, they're not going to peacefully let you do this and so throw their own snowballs, slowly transforming you into a living snowman, as shown by a graphic at the top of the screen. Objects occasionally appear, collected by snowball fire. A star gives rapid-fire (for a limited period only), a shovel clears some snow from your body, and ammo's topped up with a mound of snowballs.

I was a great fan of this game's prequel, *Skate or Die*, also presented by roguish Rodney, and played it constantly on my trusty C64 way back at the beginning of '88. Until now, I was unaware of any follow-up plans and I'm delighted at the arrival of ***Ski Or Die*** for although graphics and complexity of games have been improved upon enormously since then, good old playability is what counts.

And playability is what *Ski Or Die* has in plentiful supply. The five events vary in quality and enjoyability, and generally mirror the events of *Skate*. The *Toobin'*-inspired Innertube Thrash is my least favourite — you haven't enough control over the tube, although against a human player this doesn't matter so much — and *Op Wolf*-style Snowball Blast is hardly brilliant, although my main complaint is that you get cramp if you play with the keyboard.

The average events (none are in any way bad) are compensated for by others: Snowboard Half-pipe is fantastic. It expands upon my favourite *Skate* event, freestyle half-pipe, giving even more moves and adding dodge elements. Zig-zagging down the pipe and performing aerial moves is truly exhilerating — it blows away the *California Games* half-pipe event (including the great Lynx version).

Yep, Rodney and his chums are back, in fine Star Playing fashion; *Ski Or Die* is a fun, original product you'd be a fool to miss out on. Go for your skis!

**Warren Lapworth**



**No kidding a-round**

# KID GLOVES

**MILLENIUM**

| | |
|---|---|
| GAME **KID GLOVES** | |
| PRODUCER **MILLENIUM** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |

**AMIGA**




**Graphics are a little short on colour but what's there are suitably bright. Background shading is poor, but although some sprites are scruffy others are of a higher, amusing quality. Title music is light and suitably child-like (that's not an insult!) and sound effects are a good collection of clear samples.**

Kid sighed. It was a wet Sunday afternoon, his least favourite time of the week, and he was stuck indoors with his great uncle Indiana Stallone. It wasn't that he disliked his uncle, in fact he was a rather nice, kindly old fellow. But what a liar! He'd waffle on endlessly about his 'adventures' (childhood fantasies, more like) at the slightest provocation.

■ He's s, h, o, p, p, i, n, g, he's shopping (caption courtesy of the Pet Shop Boys) — Kid considers how to spend his dosh but prefers the posh tart in the purple velvet dress to the spells and weapons

He claimed he'd been all around the world — Brazil, Egypt, Australia, China, India — seen all the sights, witnessed strange happenings, and been involved in many of them. It was really quite embarrassing the way he'd weave these absurd tales in front of anyone who'd listen (or pretend to listen). During his working days, he'd been a mere second-rate fishmonger, so it was obvious he was lying and/or was mad/senile. He even claimed he'd recently visited far off places, when he'd only been gone for a few hours.

One day, Kid, being an inquisitive little chap (ie nosy sod), looked through the momentos cluttering his uncle's study. In a gym bag, he found a shirt, shorts and some battered red boxing gloves. He put on the gloves... and they began to glow! Woo! As he tried to take them off, he was dazzled by a white flash, and when his vision cleared he found himself in the middle of a prehistoric forest! Blimey! His uncle hadn't been telling porkies, it was true after all.

But that's little comfort to Kid. He's stuck in a hostile land with no idea of how to control the gloves' time and space travelling capabilities. He has a catapult that fires bouncing coins that can destroy any hostiles he encounters as he navigates screens of platforms and ladders, transported to a new timezone after every tenth screen. Travel is complicated by falling blocks, crumbling ledges and barriers impassable without a key, while other features disappear after several seconds.

Fruit and ice cream can be collected for bonus points and an extra life is awarded when four special tokens have been collected, but most useful are cash bags and dollar signs. In addition to ordinary things like smart bombs, keys and lives, money can be spent in the occasional shops to buy weapons and magic spells (see boxes).

Kid also has the uncanny ability to travel back in time! (Gasp!) Yes, it's a relatively simple matter for him to go back to where he was three screens ago. Amazing.

It seems that software houses are going for a trip down memory lane, lately, and in fine fashion. Last month, Gremlin's *Impossimole* (reviewed on 16-bit this issue) reintroduced us to the traditional platform game — no flashy ideas or fancy graphics, just good gameplay. *Kid Gloves* strips the main gameplay down even further, to the point of tackling one screenful at a time, but then expands it with the purchase and use of extra weapons. Shops have been used in platform games before but usually those with arcade adventure overtones; in *Kid Gloves*, the screens become so complicated that these extra capabilities become very necessary.

*Kid Gloves* may not be one of the largest platform games around but it's one of the most amusing. Go a few rounds with it.

**Warren Lapworth**




■ Little Kid Gloves is forced to eat his words (ie My uncle's a senile old sod who doesn't know his Zimmer frame from his elbow) when he arrives in the jungle

## WEAPONS

***DEATHCOIN*** **The weapon Kid begins with. He can fire two bouncing golden coins at once.**
***FLAMES*** **Fire in a straight line (ho ho), marginally more powerful than Deathcoins.**
***Deathstar*** **The massive space station from *Star Wars*. Also a Kid weapon which acts like a Deathcoin but is much more powerful.**
***Megalaser*** **Takes little imagination to work out what this is like.**

## SPELLS

***SESAME*** **Them little seed thingies you get on top of burger buns. Also a spell which opens up all areas of the current screen.**
***SAFETY*** **Any dangerous floor areas become safe.**
***TIMBER*** **Certain moving obstacles will fall to the floor.**
***YUM YUM*** **Anything flashing will turn into an orange!**
***SLOW MOTION*** **Anything flashing will be slowed down for a few seconds.**
***FREEZE*** **Anything flashing will stop for a few seconds.**




| GAME **DYNASTY WARS** | |
|---|---|
| PRODUCER **US GOLD** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £19.99 |
| C64 | £9.99/£14.99 |
| SPECTRUM | £9.99 |
| CPC | £9.99/£14.99 |

**The Carringtons go on a slow boat to China...**

# DYNASTY WARS

**US GOLD**

## ATARI ST




**The game opens well, with some neatly defined landscape scenes and great Han warrior pictures. Though on a smaller scale, in-game graphics are also packed with detail, compact soldiers milling around the realistic looking player. (It doesn't *move* realistically, mind you; it looks like it's having a seizure.) Backgrounds are reasonable but scrolling's on the slow side and music's composed from crude sounds. The manic face-pulling of the Han soldier portraits are fun, though, as is the cartoon Brian Blessed on the Game Over screen.**




Yeah, this is what we want! Alexis baring her claws as Crystal tries to knock her to the ground with her shoulder pads! Creaky old Blake tries to choke Alexis with his wig but slips in Dex's slime trail! What an amazing concept for a game — US Gold are packed full of great ideas.

Okay, okay, so it's a naff and blatantly obvious gag, but somebody had to do it. In actual fact, *Dynasty Wars* is a coin-op conversion set in ancient warring China — 184 AD, to be precise — and focuses on a blood feud between two families. The Han clan (sounds like an Indian restaurant to me) are the good guys, who like nothing better than helping old ladies across the road and getting stones out of horses' hooves. Except, perhaps, hacking the heads off members of the Kai household. The Kai are the bad guys, who like kicking dogs, putting snakes in toilet bowls and pouring salt on slugs. Unfortunately, it's these mean sons of bitches who, after weeks of bloody struggle, have the upper hand.

In *Dynasty Wars*, you become a warrior in this on-going battle. And guess which side you're on. Yep, the poor old struggling Hans (what's left of 'em). You can choose between four different muscular yellow men, all with names which sound like ancient China nosh: Shang Fei, Lui Bei, Kuan Yu and Shao Yun. Whoever you decide upon, the character is soon likely to be as equally *dead* because you've volunteered to tackle the entire Kai army all by yourself. You must be barking mad! Three bamboo shoots short of a stir-fry.

To your mild advantage, each character has four styles of weapon (sword or lance, depending on the character) to take on the suicide mission. Better still, you're aided by a four-legged friend, a sturdy steed called Stanley.

Astride the horse, you run through horizontally scrolling levels hacking your way through foot soldiers with your *R-Type* style weapon — the longer you hold down the fire button, the stronger the blow will be (indicated by a growing power bar). The amount of effort you're putting into a blow is shown by the expression on your character's face — there's a portrait toward the bottom of the screen, which shows when your energy is being lost by a suitably pained expression.

You're most likely to show pain at the end of each level, where you must slay a Kai general, also on horseback. He, too, has energy to be worn down, but thankfully isn't as resilient as you.

I must confess to never having played this in the arcades (to coin a favourite reviewers' phrase) but judging from this conversion I'm sure it's a jolly jaunt. Ancient China is a setting that didn't appeal to me at first (the reverse, if anything) but I'm pleased to be proved wrong.




■ Shang Fei surprise — our hero gets more than he bargained for when he volunteers to be the Han clan's one-man army, hoards of footsoldiers, armed with swords and flaming arrows, seething for his blood, as seen here in level two

It's all very straightforward: kill waves of minor enemies, avoid their missiles, destroy the strong end-of-level guardian — just like most shoot-'em-ups, really. But galloping through ancient oriental settings (rather than clichéd futuristic ones), weaving between footsoldiers and cleaving their skulls with a well-aimed sword swipe, or piercing their chests with a lance, is brilliant, violent fun and brings out the aggressive side in people. Playing a simultaneous two-player game increases the mayhem, and develops a separate competition — who can maim the most Kai!

High playability, novel scenario and neat graphics, *Dynasty Wars* is just the thing to go with your saki and prawn crackers.

**Warren Lapworth**

**Chopping good fun**

# LHX ATTAC

Despite the title, you are not limited to America's newest helicopter; in all there are four choppers available.

Starting at 2nd lieutenant in the USAF it is your aim to become the highest ranked pilot in the Force. This is achieved through completing a series of challenging missions with which come numerous decorations and recognition.

The helicopters available are the McDonnell Douglas AH-64A Apache, the Sikorsky UH-60A Blackhawk, the Bell/Boeing V-22 Osprey and the eponymous LHX (Light Helicopter eXperimental). The different choppers have their own strengths and weaknesses, making some

TGM STAR PLAYER

■ Libya is one of the three areas you must patrol in LHX Attack Chopper. As with the other two you must crush terrorist activities in one of the four helicopters available. Though watch the difficulty level, the enemy don't use blanks.

**McDonnell Douglas AH-64A Apache**
***Anti-Armour Attack Helicopter***

| | |
|---|---|
| Crew | 2 |
| Main Rotor Diameter | 14.6m |
| Tail Rotor Diameter | 2.79m |
| Length (excl rotor) | 14.7m |
| Height (excl rotor) | 5.5m |
| Weight | 6500kg |
| Max Speed | 228 |
| mph Range | 689km |
| Ceiling | 8000ft |

Armament M230 30mm automatic nose cannon, and any combination of Hellfire anti-tank missiles, Stinger and Sidewinder air-to-air missiles, TOW anti-tank missiles and FFAR rockets.

**Sikorsky UH-60A Black Hawk**
***Multi-role Utility Transport Helicopter***

| | |
|---|---|
| Crew | 3 |
| Main Rotor Diameter | 16.4m |
| Tail Rotor Diameter | 3.35m |
| Length (excl rotors) | 19.8m |
| Height (excl rotors) | 5.1m |
| Weight | 7375kg |
| Max Speed | 185 mph |
| Range | 373 km |
| Ceiling | 6000ft |

Armament 7.62mm automatic nose cannon, and a combination of TOW missiles, FFAR rockets, Sidewinders and an M60 7.62mm five-barrel automatic cannon.

**LHX (Light Helicopter Experimental)**
***Scout/Attack (SCAT) Helicopter***

| | |
|---|---|
| Crew | 1 |
| Main Rotor Diameter | 11.5m |
| Tail Rotor Diameter | None, ducted fan technology |
| Length (incl rotor) | 15.23m |
| Height | 3.77m |
| Weight | 3550kg |
| Max Speed | 206mph |
| Range | 1425km |
| Ceiling | 9000ft |

Armament 20mm nose-mounted cannon, a combination of Stinger, Sidewinders, Hellfires, TOWs and FFARs.

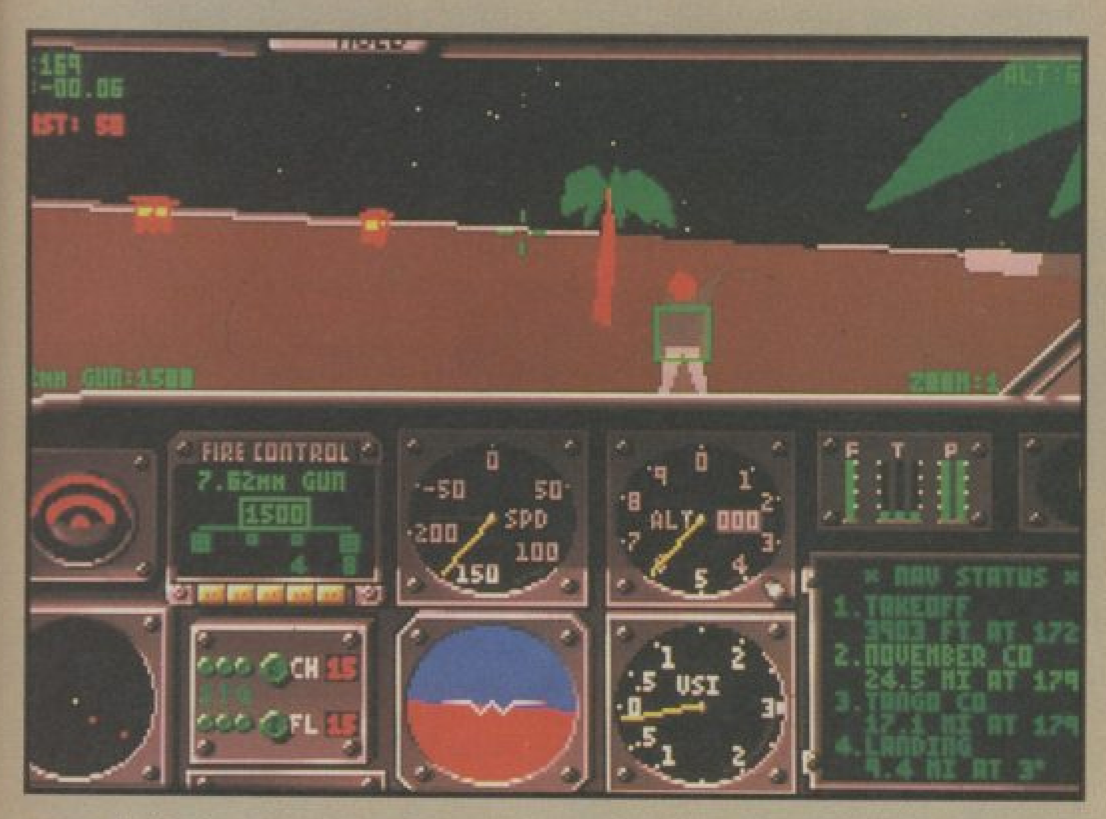
# K CHOPPER

**ELECTRONIC ARTS**

GAME **LHX ATTACK CHOPPER**
PRODUCER **ELECTRONIC ARTS**
VERSIONS
PC £39.99

**PC 90%**

**Despite the ease of entry, the game is still very difficult to play (some would say this was a fair reflection of my skill at playing sims, though). Even in EGA mode the graphics are very detailed, with a good use of shading on the fast moving, filled polygons. At £40 this game, like all PC products, is not cheap. However, compared with similar products, *LHX* does represent very good value for money.**




more suitable for missions than others (gunships aren't much use for rescue missions).

Each chopper can be loaded up with a range of weapons. A nose-mounted cannon is standard, with possible additions of Sidewinder or Stinger air-to-air missiles, Hellfire and TOW (tube launched, optically tracked, wire guided) anti-tank missiles, and FFARs (folding fin aerial rockets) depending on the size of your chosen copter's weapons rack and the type of mission you wish to attempt.

Your missions predominantly involve rescuing hostages from terrorists operating in three of the world's top trouble spots: Libya, Germany and Vietnam. Also, as well as the area's own characteristics, there are five difficulty levels. One day you may be rescuing prisoners of war or injured troops and the next you could be escorting B-2 bombers or blowing up SAM sites. It's all challenging action no matter which mission you choose.

The game is bundled with the obligatory tome, this time encompassing 120 text- and diagram-packed pages, detailing all the aspects (technical and gameplay) of the product. In fact it's so comprehensive that even an amateur like myself could pick it up in a few minutes and still enjoy the 'deeper' aspects of simulation.

**Mark Caswell**

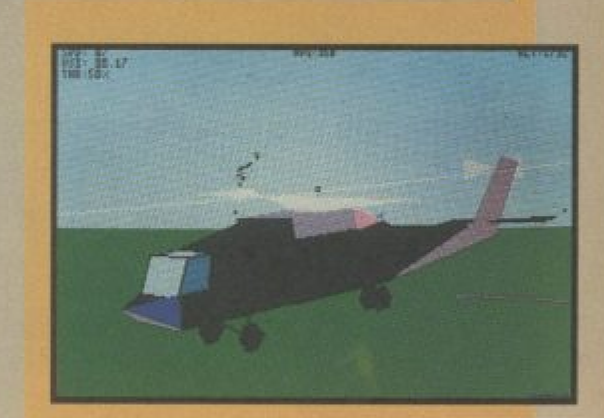
**Bell/Boeing V-22 Osprey**
***Multi-mission VTOL Aircraft***

| | |
|---|---|
| Crew | 2 plus 12-24 passengers |
| Main Rotor Diameter | 11.5m |
| Tail Rotor Diameter | None, tilt rotor technology |
| Length (excl nose gun) | 17.5m |
| Height (excl rotors) | 6.15m |
| Weight | 21,500kg |
| Max Speed | 403mph |
| Range | 3891km |
| Ceiling | 2000ft |

Armament GE-GAU-12/U25mm five-barrel nose mounted gun, a combination of Hellfires, TOWs, FFARs, Sidewinders, Stingers or additional GE GAU-12U25mm five-barrel guns.

Though

ental)
......1
.11.5m
nology
5.23m
3.77m
550kg
)6mph
325km
9000ft



**Dive, dive, dive**

# 688 ATTACK SUB

**ELECTRONIC ARTS**

Whether your aspirations are to Troy Tempest (in Stingray) or Sean Connery (in The Hunt for Red October), Electronic Arts have a position for you on their 688 Attack Sub.

Once you've chosen which vessel you wish to captain — either the American Los Angeles or Soviet Alfa Class — you must chose a mission. There are ten in all: Torpex 89 and Shake 'Em — both training runs for novices — Sub Ops, Mumar Cadaver, Escape, Goulash, Cat Walk, Surprise Party, Home Coming, and Hit and Run.

The skill of the game is generally to hit first and ask questions later, and to this end each mission arms your sub with an array of torpedoes and missiles. It's also a good idea to use stealth tactics when trying to get beyond enemy lines. Missions can involve anything from knocking out enemy bases to outrunning pursuing submarines. Whatever your skill, there's something that's right for your talent.

Before you start, it's advisable to familiarise yourself with the different stations and their functions: radio, damage control, navigation, sonar (allows you to identify enemy craft) and weapons control.

On termination of your mission — through either blowing up or completion — the Admiral of the fleet gives his appraisal of your efforts, and he doesn't pull any punches.

| | |
|---|---|
| GAME **688 ATTACK SUB** | |
| PRODUCER **ELECTRONIC ARTS** | |
| VERSIONS | |
| AMIGA | £24.99 |
| IBM PC | £29.99 |

**AMIGA**




**Nice, easily accessible main screens, along with digitised faces of the crew as they make reports. Sound is also pleasing with some atmospheric effects adding to the action. Highly recommended.**

## SUBMARINE CLASSIFICATION

**The US Navy classify subs in two ways: by the role the submarine is designed to fulfill, and their propulsion system.**

**Traditionally a sub's primary function is to hunt and attack enemy surface vessels, but technological innovations have created new roles for them. Now they can hunt and attack enemy submarines, land-based targets *and* shipping.**

**Submarines are usually propelled by conventional techniques (such as electric motors) or nuclear power. Subsequently, there are the following groups of classification: SS (conventional attack sub), SSN (nuclear-powered attack sub), SSB (conventional ballistic missile sub), SSBN (nuclear-powered ballistic missile sub), SSG (conventional guided-missile sub) and SSGN (nuclear-powered guided-missile sub).**

**So, if anybody asks, you know all about submarine classes. Next month, TGM tells you all about philately — yawn.**




■ **Welcome to the conning tower. It is here that you, as Captain, take control of the various functions. These include navigation, weapons systems, damage sustained and the all important periscope view. To enter each section place the cursor over the relevent icon and press the button. Easy eh?.**

Airplane sims have always been around, but sub sims are rare — and always surprisingly popular. *688 Attack Sub* is an excellent way to acquaint yourself with the claustrophobic atmosphere of underwater warfare. True, some of the stealth missions are really only for strategy buffs (they're so longwinded), but the hunt and destroy missions, with often several enemy craft after you, are nail-biting stuff.

**Mark Caswell**



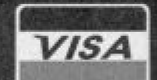


# STAR SOFTWARE



29A Bell Street, Reigate, Surrey RH2 7AD Tel:0737 223869 FAX: 0737 246733
CREDIT CARD HOTLINE 0737 223869




## 8 BIT FULL PRICE

| | CASS | DISC |
|---|---|---|
| APB | 6.99 | 9.99 |
| ACTION COUNTDOWN | 6.99 | 9.99 |
| ACTIONFIGHTER | 6.99 | 9.99 |
| AFTERBURNER | 6.99 | 9.99 |
| AIRBOURNE RANGER | 9.99 | 12.99 |
| BARBARIAN 2 | 6.99 | 9.99 |
| BEACH VOLLEY | 6.99 | 9.99 |
| BEVERLY HILLS COP | 6.99 | 9.99 |
| BIONIC COMMANDO | 6.99 | 9.99 |
| BLOODWYCH | 6.99 | 9.99 |
| CABAL | 6.99 | 9.99 |
| CAPTAIN FIZZ | 6.99 | 9.99 |
| CRACK DOWN | 7.25 | |
| CRAZY CARS 2 | 6.99 | |
| CROSSBOW | 7.25 | 10.99 |
| CYBERBALL | 7.25 | 10.99 |
| DEFENDERS OF THE EARTH | 7.25 | |
| DOUBLE DRAGON | 6.99 | 9.99 |
| DRAGON NINJA | 6.99 | 9.99 |
| DYNAMITE DUX | 6.99 | |
| ELIMINATOR | 6.99 | 9.99 |
| EMLYN HUGHES SOCCER | 6.99 | 9.99 |
| FIGHTER BOMBER | 6.99 | |
| FOOTBALLER OF THE YEAR 2 | 6.99 | |
| FOOTBALL DIRECTOR | 6.99 | |
| FOOTBALL MANAGER 2 | 6.99 | |
| GARFIELDS WINTER TALE | 6.99 | 9.99 |
| GRAND PRIX MASTER | 6.99 | 9.99 |
| GUNSHIP | 9.99 | 12.99 |
| HEAVY METAL | 7.25 | 10.99 |
| HEROES OF THE LANCE | 6.99 | 9.99 |
| HUMAN KILLING MACHINE | 6.99 | 9.99 |
| IN CROWD | 9.99 | 13.99 |
| INC. SHRINKING SPHERE | 6.99 | 9.99 |
| I.JONES LAST CRUSADE | 6.99 | |
| K.DALGEISH SOCC.MAN | 6.99 | |
| KICK OFF | 6.99 | |
| LAST DUEL | 6.99 | 9.99 |
| LAST NINJA 2 | 9.99 | |
| LICENCE TO KILL | 6.99 | |
| LIVE AND LET DIE | 6.99 | 9.99 |
| MICROPROSE SOCCER | 6.99 | 9.99 |
| MOONWALKER | 6.99 | 9.99 |
| MYTH | 6.99 | |
| NEW ZEALAND STORY | 6.99 | 9.99 |
| NIGHTRAIDER | 6.99 | 9.99 |
| OPERATION WOLF | 6.99 | 9.99 |
| OUT RUN | 6.99 | 9.99 |
| PACLAND | 5.99 | |
| PACMANIA | 5.99 | 8.99 |
| PIPEMANIA | 7.25 | 10.99 |
| PURPLE SATURN DAY | 6.99 | 9.99 |
| R-TYPE | 6.99 | |
| RALLY CROSS | 6.99 | |
| RAINBOW ISLANDS | 7.25 | 10.99 |
| REAL GHOSTBUSTERS | 5.99 | |
| RED HEAT | 6.99 | |
| RENEGRADE 3 | 6.99 | |
| RUNNING MAN | 5.99 | 8.99 |
| SAINT & GREAVSIE | 5.99 | 8.99 |
| SCRABBLE DE LUXE | 7.99 | 10.99 |
| SCRAMBLED SPIRITS | 7.25 | 10.99 |
| SKATE OR DIE | 6.99 | 9.99 |
| SPACE HARRIER 2 | 6.99 | 9.99 |
| SPACE HARRIER II | 7.25 | 10.99 |
| STARGLIDER 2 | 9.99 | 13.99 |
| STUNT CAR | 6.99 | 9.99 |
| TANK ATTACK | 8.99 | 10.99 |
| TEST DRIVE 2 | 6.99 | |
| THUNDERBIRDS | 7.99 | 9.99 |
| THUNDERBLADE | 6.99 | 9.99 |
| TOLKIEN TRILOGY | 7.99 | 11.99 |
| TRACKSUIT MANAGER | 6.99 | |
| TRIVIAL PURSUIT | 9.99 | |
| TRIVIAL PURSUIT NEW BEG. | 9.99 | 13.99 |
| TYPHOON | 6.99 | 9.99 |
| VIGILANTE | 6.99 | 9.99 |
| VINDICATORS | 6.99 | 9.99 |
| WAR IN MIDDLE EARTH | 6.99 | |
| WEC LE MANS | 6.99 | 9.99 |
| XENON | 6.99 | 9.99 |
| XENOPHOPE | 6.99 | 9.99 |
| 100% DYNAMITE | 10.99 | 13.99 |

## 16 BIT FULL PRICE

| | AMIGA | ST |
|---|---|---|
| APB | 14.99 | 14.99 |
| AIRBOURNE RANGER | 16.99 | 16.99 |
| AUSTERLITZ | 17.99 | 17.99 |
| BALANCE OF POWER 1990 | 16.99 | 16.99 |
| BARBARIAN (PSYGNOSIS) | 16.99 | 16.99 |
| BATTLEHAWK 1942 | 19.99 | 19.99 |
| BEACH VOLLEY | 17.99 | 15.99 |
| BLACK TIGER | 14.99 | 16.99 |
| BLOOD MONEY | 16.99 | 16.99 |
| BLOODWYCH | 17.99 | 17.99 |
| BOMBER | 21.95 | 21.95 |
| CABAL | 17.99 | 14.99 |
| CARRIER COMMAND | 16.99 | 16.99 |
| CHAOS STRIKES BACK | 16.99 | 16.99 |
| COMMANDO | 15.99 | 15.99 |
| CROSSBOW | 14.99 | 14.99 |
| CYBERBALL | 16.99 | 16.99 |
| DAY OF THE VIPER | 16.99 | 16.99 |
| DE LUXE SCRABBLE | 15.99 | 15.99 |
| DEFENDERS OF THE EARTH | 14.99 | 14.99 |
| DIE HARD | 16.99 | 16.99 |
| DRAGONS BREATH | 21.99 | 21.99 |
| DRAGONS OF FLAME | 18.99 | 18.99 |
| DUNGEON MASTER | 19.99 | 19.99 |
| EMLYN HUGHES SOCCER | 15.99 | 15.99 |
| F16 COMBAT PILOT | 17.99 | 17.99 |
| FAST LANE | 15.99 | 15.99 |
| FERRARI FORMULA 1 | 19.99 | 19.99 |
| FLIGHT SIMULATOR 2 | 27.99 | 27.99 |
| FOOTBALL DIRECTOR 2 | 15.99 | 15.99 |
| FOOTBALL MANAGER 2 | 15.99 | 15.99 |
| FULL METAL PLANET | 16.99 | 16.99 |
| F29 RETALIATOR | 16.99 | 16.99 |
| GALAXY FORCE | 19.99 | 15.99 |
| GAMES SUMMER | 17.99 | 17.99 |
| GAZZAS SUPER SOCCER | 16.99 | 16.99 |
| HEAVY METAL | 14.99 | 16.99 |
| IVANHOE | 16.99 | 14.99 |
| JACK NICKLAUS GOLF | 16.99 | 16.99 |
| KICK OFF | 14.99 | 14.99 |
| LASER SQUAD | 14.99 | 14.99 |
| LOMBARD R.A.C RALLY | 16.99 | 16.99 |
| MICROPROSE SOCCER | 16.99 | 16.99 |
| MIDWINTER | 21.99 | 21.99 |
| MOONWALKER | 15.99 | 15.99 |
| NEVERMIND | 15.99 | 15.99 |
| NEW ZEALAND STORY | 13.99 | 13.99 |
| PACLAND | 8.99 | 8.99 |
| PAPERBOY | 14.99 | 14.99 |
| PIPEMANIA | 16.99 | 14.99 |
| PLAYER MANAGER | 15.99 | 15.99 |
| POPUCOUS | 19.99 | 19.99 |
| RAINBOW ISLANDS | 16.99 | 16.99 |
| RED LIGHTING | 23.99 | 23.99 |
| RED STORM RISING | | 17.99 |
| RICK DANGEROUS | 14.99 | 14.99 |
| RISK | 14.99 | 14.99 |
| ROBOCOP | 19.99 | 14.99 |
| SAINT & GREAVSIE | 9.99 | 9.99 |
| SCRAMBLED SPIRITS | 14.99 | 14.99 |
| SHINOBI | 14.99 | 14.99 |
| SILKWORM | 14.99 | 14.99 |
| SPACE HARRIER II | 14.99 | 14.99 |
| STRIDER | 15.99 | 14.99 |
| SUPER WONDERBOY | 19.99 | 14.99 |
| TEST DRIVE 2 DUEL | 19.99 | 19.99 |
| TOOBIN | 14.99 | 14.99 |
| TRIAD 2 | 17.99 | 17.99 |
| TV SPORTS FOOTBALL | 21.99 | 17.99 |
| ULTIMATE GOLF | 17.99 | 17.99 |
| WAR IN MIDDLE EARTH | 14.99 | 14.99 |
| ZENOPHOBE | 17.99 | 17.99 |
| 5TH GEAR | 14.99 | 14.99 |

### JOYSTICKS

| | |
|---|---|
| KONIX SPEED KING | 14.95 |
| COMPETITION PRO EXTRA | 16.99 |
| QUICK SHOT 2 TURBO | 9.99 |

### SPECIAL OFFER

COMMODORE MUSIC MAKER
128 (keyboard overlay) DISC 9.99

### BLANK DISCS

31/2" DSDD (all guaranteed)
10 7.99, 20 14.99
50(+FREE STORAGE BOX) 37.50
100(+FREE STORAGE BOXES) 69.99
500(+FREE STORAGE BOXES) 304.99

## COMPILATION BONANZA! 8 BIT

**SOCCER SPECTACULAR**
ONLY 4.99 CASS 8.99 DISC
FOOTBALL MANAGER, PETER BEARDSLEY'S INTERNATIONAL FOOTBALL WORLD CHAMPIONS, SOCCER SUPREMO, PETER SHILTONS, HANDBALL MARADONNA

**20 CHARTBUSTERS**
ONLY4.99 CASS GHOSTBUSTERS, FA.CUP FOOTBALL, AGENT X2 KANE, LA.SWAT NINJA MASTER, RASPUTIN, OLLIE & LISSA, RICOCHET, ZOLYX, WAY OF THE EXPLODING FIST, DAN DARE FORMULA 1 SIMULATOR, BRIAN JACKS SUPERSTAR CHALLENGE, TAU CETI, I-BALL, PARK PATROL, THRUST, HARVEY HEADBANGER, WAR CARS.

**COMPUTER CLASSICS**
ONLY 3.99
ZYNAPS, INTOTHE EAGLES NEST, DYMANITE DAN, ALIENS CAULDRON II

**10 COMPUTER HITS VOL 5**
ONLY 4.99 CASS 9.99 DISC
SAMURAI WARRIOR, MORHELUS, TARZAN, TRAZ, MEGA-APOLCALYPSE, MAGNETRON, NINJA-HAMSTER, MYSTERY OF THE NILE, FRIGHTMARE, ENLIGHTENMENT, DRUID II

**SUPREME CHALLENGE**
ONLY 4.99 CASS 9.99 DISC
ELITE, ACE 11,SENTINEL STAR GLIDER, TETRIS

TRACKLISTS VARY ON DIFFERENT COMPUTER SYSTEMS - PLEASE CALL US BEFORE ORDERING

**3 SPECIAL BUY COMPILATIONS FOR ONLY 5.99**
**C64, SPEC, AMS.**
**BUY ANY 2 - GET ONE FREE**

COMPUTER HITS VOL 3
GEOFF CAPES STRONGMAN, ELIDON BLAGGER GOES TO HOLLYWOOD, CAULDRON, 3D LUNATTACK CRAZY COMETS, DYNAMITE DAN HERBERTS DUMMY RUN, ATTACK OF THE MUTANT CAMELS BASILDON BOND

COMPUTER HITS VOL 2
SUPERPIPELINE, MUNTANT MONTY, HENRYS HOUSE, GRIBBLYS DAY OUT, SNOOKER, MAMA LLAMA, RASKEL, AQUA RACER, FRENZY, CIRCUS.

FIVE STAR VOL 3
URIDIUM PLUS, WAY OF THE EXPLODING FIST, TRAP DOOR TAU CETI, ALIENS, FIRELORD, STRIKE FORCE HARRIER

## ST & AMIGA BEST SELLERS CHART

| | CASS | DISC |
|---|---|---|
| DOUBLE DRAGON II | 6.99 | 10.99 |
| MYTH | 6.99 | 10.99 |
| TURBO OUTRUN | 6.99 | 10.99 |
| FIGHTER BOMBER | 11.99 | 14.99 |
| SCRAMBLED SPIRITS | 6.99 | 10.99 |
| CYBERBALL | 6.99 | 10.99 |
| LIVERPOOL | 6.99 | 10.99 |
| TOLKIEN TRILOGY | 7.99 | 11.99 |
| SUPER WONDERBOY | 6.99 | |
| 10.99RAINBOW ISLANDS | 6.99 | 10.99 |
| OPERATION THUNDERBOLT | 6.99 | 10.99 |
| CHASE HQ | 6.99 | 10.99 |
| GAZZAS SUPER SOCCER | 6.99 | 10.99 |
| ROBOCOP | 6.99 | 10.99 |
| BATMAN THE MOVIE | 6.99 | 10.99 |
| THE BIZ | | 11.99 |
| KICK OFF | 6.99 | 10.99 |
| POWER DRIFT | 6.99 | 10.99 |
| CALIFORNIA GAMES | 5.99 | |
| TRIVIAL PURSUIT | 5.99 | |

## 8-BIT BESTSELLERS CHART

| | |
|---|---|
| RAINBOW ISLANDS | 14.99 |
| OPERATION THUNDERBOLT | 16.99 |
| TV SPORTS BASKETBALL | 16.99 |
| CHAOS STRIKES BACK | 14.99 |
| CYBERBALL | 14.99 |
| THE LOST PATROL | 16.99 |
| WARHEAD | 16.99 |
| PLAYER MANAGER | 14.99 |
| MIDWINTER | 16.99 |
| BOMBER | 18.99 |
| GAZZAS SUPER SOCCER | 14.99 |
| X - OUT | 14.99 |
| FLIGHT COMMAND | 19.99 |
| GOLD OF THE REALM | 14.99 |
| HYPERACTION | 16.99 |
| NINJA WARRIOR | 14.99 |
| CHASE HQ | 13.99 |
| DRAGONS BREATH | 18.99 |

## NEW RELEASES

| | AMIGA | ST | CASS | DISC |
|---|---|---|---|---|
| ESCAPE FROM THE PLANET OF THE ROBOTS | 14.99 | 14.99 | 6.99 | 14.99 |
| CASTLE MASTER | 16.99 | 14.99 | 6.99 | 10.99 |
| KLAX | 14.99 | 14.99 | 6.99 | 14.99 |
| FIENDISH FREDDY | 16.99 | 16.99 | 6.99 | 10.99 |
| HUNT FOR RED OCTOBER | 9.99 | 9.99 | 6.99 | - |
| DAN DARE 3 | - | - | 6.99 | 10.99 |
| POWER BOAT USA | 16.99 | 16.99 | | |
| JUMPING JACKSON | 16.99 | 16.99 | | |
| MANCHESTER UTD | 16.99 | 16.99 | | |
| SUPER CARS | 16.99 | 14.99 | | |
| DUNGEON QUEST | 16.99 | - | | |
| CLOUD KINGDOMS | 16.99 | 16.99 | | |
| TRIAD VOL 3 | 29.99 | 29.99 | | |
| LOST PATROL | 14.99 | 14.99 | | |
| HIGHWAY PATROL 2 | 16.99 | 16.99 | | |
| ATOMICS | 14.99 | 14.99 | | |
| GRAVITY | 16.99 | 16.99 | | |
| SHERMAN M4 | 16.99 | 16.99 | | |

## COMPILATION BONANZA! 16 BIT

**PRECIOUS METAL ONLY 15.99**
CAPTAIN BLOOD,XENON, CRAZY CARS, ARKANOID

**COMPUTER HITS 2 ONLY 8.99**
TETRIS, TAU CETI TRACKER, JOE BLADE

**LIGHT FORCE ONLY 16.99**
R-TYPE, IK-VOYAGER, BATMAN-CAPED CRUSADER

**FLIGHT COMMAND**
**BRAND NEW RELEASE**
FIVE BRILL GAMES FOR ONLY 19.99
LANCASTER, ELIMINATOR, STRIKE FORCE HARRIER, SKY FOX II

**ST & AMIGA**
MAGNUM 4 ONLY 19.99
BATMAN-CAPED CRUSADER, AFTERBURNER, OPERATION WOLF DOUBLE DRAGON

## SPECIAL OFFERS ST & AMIGA

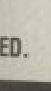
| | |
|---|---|
| STAR BLAZE | 9.99 |
| BAD COMPANY | 12.99 |
| AMAZON ADVENTURE | 8.99 |
| NORTH AND SOUTH | 12.99 |
| MURDER IN VENICE | 9.99 |
| OPERATION NEPTUNE | 8.99 |
| SAFFARI GUNS | 10.99 |
| BO BO | 8.99 |
| TIN TIN | 10.99 |
| ACTION SERVICE | 4.99 |
| SIM CITY | 14.99 |
| QUESTION OF SPORT | 7.99 |
| MENACE | 9.99 |
| BAAL | 9.99 |

SOME SEGA AVAILABLE - PLEASE CALL FOR DETAILS

AT TIME OF GOING TO PRESS SOME TITLES MAY NOT BE RELEASED.

**PLEASE MAKE CHEQUE OR PO PAYABLE TO STAR SOFTWARE — ORDERS OVER £5.00 P&P INC. UNDER PLEASE ADD 50P PER ITEM. EUROPE + £1.00 P&P ELSEWHERE + £2.00 PLEASE STATE COMPUTER SYSTEM WHEN ORDERING-TO SAVE DELAY**








| | |
|---|---|
| GAME **GRAVITY** | |
| PRODUCER **IMAGEWORKS** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |
| PC | £24.99 |

**AMIGA** **80%**

**An unusual, semi-horrific but attractively drawn title screen leads to a plain-looking game. Sprites are pleasingly metallic but icons, border graphics and so on are rather drab. The 3-D grid looks good when filled but moves quite slowly and jerkily. The few sounds are disappointing.**

# GRAVITY

**IMAGEWORKS**

Although by the 24th century, with interstellar travel conquered, the universe will be our oyster, the human race — also known as Terrans — still won't be free to wander and rest wherever it may want to lay its hat. But it won't be people who'll be the problem. It will be the mysterious Outies.

In *Gravity*, the alien Outies are going about their favourite pastime of absorbing energy. Their particular favourite form of energy is that generated by black holes. These cosmic waste disposal units are pretty rare so the Outies have been making their own. By transforming Earth colony worlds into them.

You have 16 Scoutcraft at your disposal. Your biggest aim: to destroy the Outie fleet with both conventional weapons and transforming black holes into *suns*. However, you also have the options of exploration, terraform (make a world habitable for humans), route construction (to allow parts of the galaxy to be easily reached) and colony protection missions.

The game is played using keys, with the mouse accessing various menus. At the top of the screen are short and long range radars and a status panel, which shows time, date, location and battle data. At the bottom are a row of eight icons. From left to right:

***Drives*** Five types of short range drive systems — Bussard Ramjet, Orion, Gravitic Warper, Ion and Lightsail — plus collapsar jumps for long range travel.

***Defence*** Four drone craft are at your disposal and can be programmed to do various tasks using the 14 different Combat Orientated Language (COL) commands.

***The Grid*** Officially called Einstein-Minkowski Four-Space, The Grid usually occupies the majority of screen and shows the Scoutcraft with nearby planets and vehicles on a 3-D gravitational grid (of course). It can be wireframe or filled with the colour of the wires or rectangles, varying from green to magenta depending upon the type of celestial body it's nearest.

***Damage Control*** A rotating 3-D model of the Scoutcraft under control highlights any damaged system with flashing. Any non-self-repairing system must be replaced at a colony.

***Weapons*** Energy weapons are lasers, Nova gun (creates a black hole) and Meson cannon. There are eight types of missile, two each for the warhead, drives, guidance and detonator types.

***Holotank (aka The Cube)*** A 3-D map of space which can be tilted and zoomed in upon. Star systems' colour shows who controls it.

***Radar*** Simply selects which of the radar displays in the upper screen section is active.

***Tools*** Contains highly specialised equipment. A Colony module, if launched at a planet, will create a world ready for humans to occupy. A Cygnus turns a sun into a black hole, and a Remote Engineering Device evaporates a black hole. Genesis terraforms a hostile world into a habitable one.

The ship's computer is accessed by clicking on one of the two keyboard icons at either side of the screen and reveals four more icons. ***Disk*** allows your progress in a mission to be saved and loaded and ***Program*** is where Drone COL programs are assembled. In ***Comms***, orders to Scoutcraft can be viewed or discarded and the current can be refuelled and restocked — if you can afford the new equipment.

The ***Options*** icon reveals four *more* icons. ***New Game*** restarts, ***Abort*** restarts with all settings reset to default and ***Bindings*** allows keys to be customised. ***StarCom*** lets you alter the difficulty level by setting the ratio of how many orders you make to those made automatically.

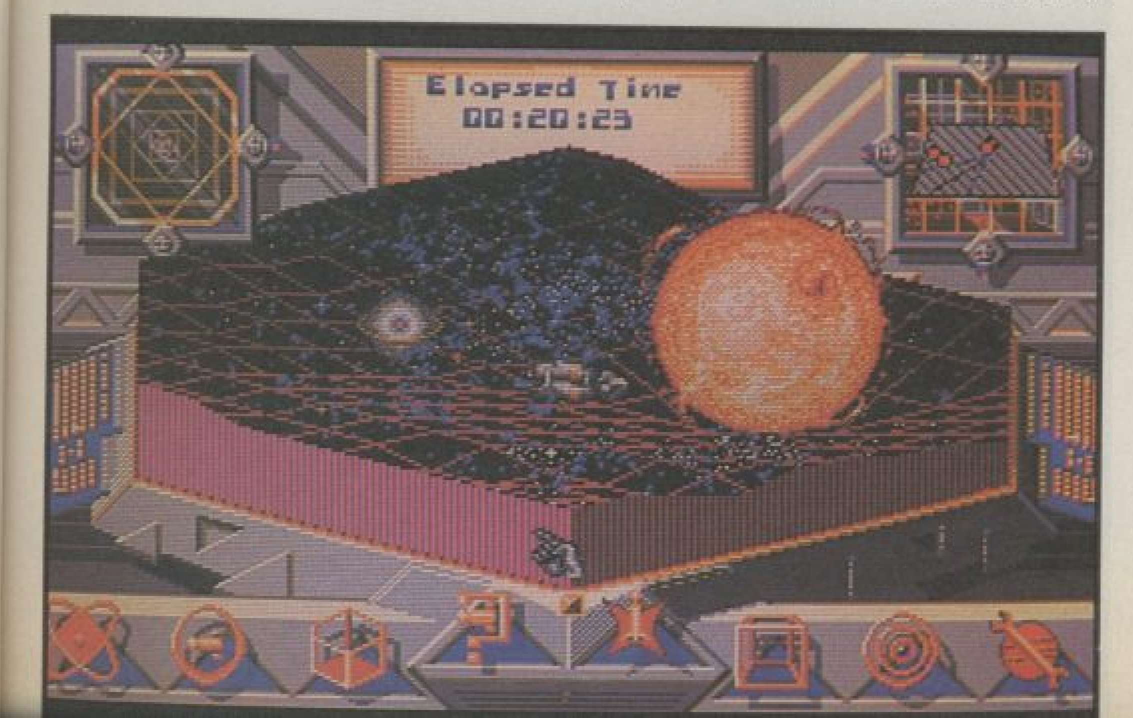
Games on a grand scale, particularly those with a sci-fi scenario, have always strived to reach a *universal* one. *Gravity* doesn't quite make it but is convincing to the size of a small section of galaxy. 128 solar systems per game, selected randomly from a selection of 65536, is a considerable area to explore in one game — lucky for us there's a save option.

It's tough, too, and it isn't just because of the size. 13 types of Outie craft of varying capabilities make a nuisance of themselves, doing all sorts of damage to Scoutcraft — and damage that can be difficult to repair. Getting any significant amount of cash together takes time and skill, although *Gravity* is kind enough to award money for damage taken as well as damage inflicted!

There's plenty of strategy to go with the arcade action — a bias toward it, in fact, unless you let StarCom take a lot of the decision-making. Of the many different options at hand, the drones' COL is the best; programming has been done within games before but COL is particularly versatile.

*Gravity* is an excellent game of space war and black holes that most should check out and strategists *must*.

**Warren Lapworth**



**But where's Harry Secombe?**

# HIGHWAY PATROL 2

**MICROIDS/INFOGRAMES**

The car chase: a tried and tested part of many, many, many movies and TV programmes, usually those involving cops and robbers. Without them, they'd all be at least five minutes shorter. *The Blues Brothers* would be almost as funny but less spectacular. Bond films would be short of a few gadgets, and *Smokey and the Bandit*, *The Cannonball Run* et al would hardly exist.

In *Highway Patrol 2* you are one of the lead characters in such a movie. A rookie cop eager for action, you're ready to leap into the nearest available souped-up police car at the slightest provocation, burning rubber and making ear-piercing screeching noises (sometimes even with the car's tyres), in hot, or at least luke warm pursuit of them nasty villains.

But not any old villain. Before you hit the road (Jack), you select a file from a cabinet in a shadowy office. Each criminal has an associated reward: 2000, 5000 or 10000 dollars (two criminals for each reward price), and if caught will gain you valuable promotion points. (Does this mean you make your way up the ranks by bribing senior officers with the reward money?!)

Dashboard at the bottom of the screen showing speed and RPM, notably clean hands gripping the wheel, you begin at the bottom of a T-junction. To help in your pursuit of the villain, your high-tech car has a computerised display built into the roof. Not just to pose with and give you a crick in the neck, this display gives useful information on your location and direction, your target and the nearest gas station — it's possible to run out of fuel. It gives coordinates to pinpoint the locations, used on a map included in the packaging (and used as copy protection).

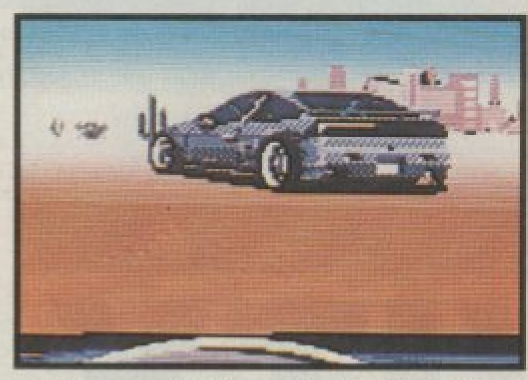
When you find your quarry, no doubt after hitting at least a few robust cacti and road signs and annoying people with your siren, you have three courses of action. One, accelerate ahead of him then cut into his path and brake, forcing him to stop; two, get out your gun — a cursor appears on the windshield to aim it — and blast the sucker; three, force him to stop *then* shoot the b- bad person. It doesn't pay to be too trigger-happy, however, or too reckless at the wheel, as shooting or crashing into innocent vehicles costs promotion points.

Pursuit car games have, of course, been done before; taking it to the most simple level, racing games come into that category because you're usually trying to catch up with the race leader. But more specifically, cop and crook games are fairly recent and spread from the arcades, the humourous *APB* and, of course, the infamous *Chase HQ*.

*Highway Patrol 2* adds its own viewpoint to cops' adventures, rejecting *APB*'s simple plan view and *Chase HQ*'s traditional racing viewpoint in favour of *Hard Drivin'*-style first-person 3-D, a choice which pays off. Looking through the windscreen is a more natural, real way to be chasing someone, but that doesn't mean it's as easy as the actors make it look on TV and films! Certainly for the first few games you'll spend a lot of time off the road, scrambling in the dust and bumping into indestructible cacti.

My only real complaint is the lack of variety, stuck with a desert view and only plants and signs as obstacles whichever criminal you decide to pursue.

**Warren Lapworth**



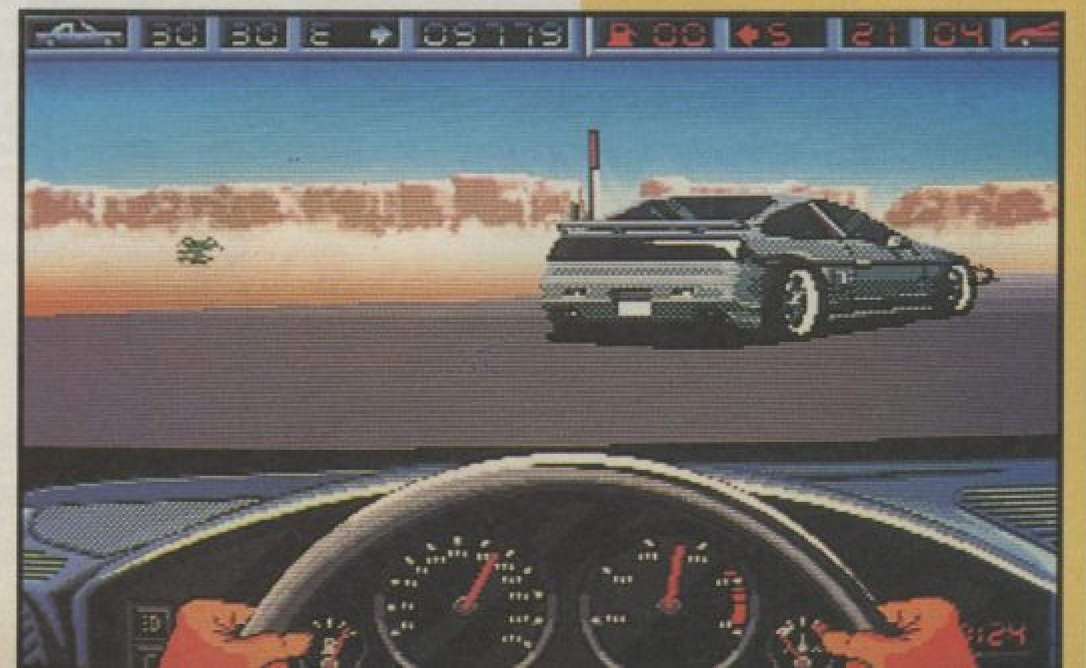
■ This is your seedy office, a dingy den typical of tough macho cops and filled with all it's trappings: cigarettes, Scotch and 30 watt lamp. More importantly, your crime file, which holds reports on two criminals for each of the three bounty prices

| | |
|---|---|
| GAME **HIGHWAY PATROL 2** | |
| PRODUCER **MICROIDS/INFOGRAMES** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |

**AMIGA 80%**

**A sports car skids around to a halt in the title sequence before roaring off again to a strangely sedate, pleasant tune. In the game itself, horizon graphics are rather boring but perspective is good, moving with reasonable speed and smoothness. Other cars are very well defined but move jerkily. Bar the amusing siren, the few sound effects are unoriginal. Probably the best game of its genre .**



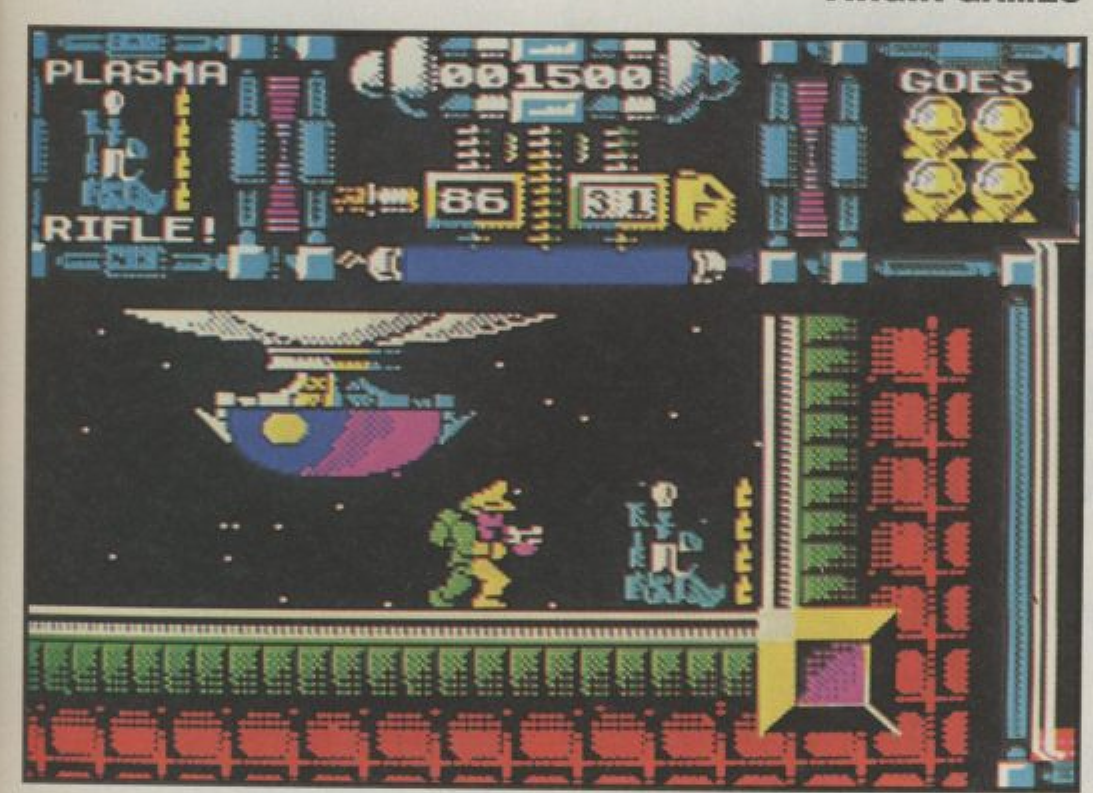


ROL 2
ES
£24.99
£24.99
80%
o a halt in
paring off
, pleasant
horizon
ring but
ing with
othness.
fined but
ing siren,
noriginal.
s genre .
2
MES

**Third time lucky for Dan**

# DAN DARE III — THE ESCAPE

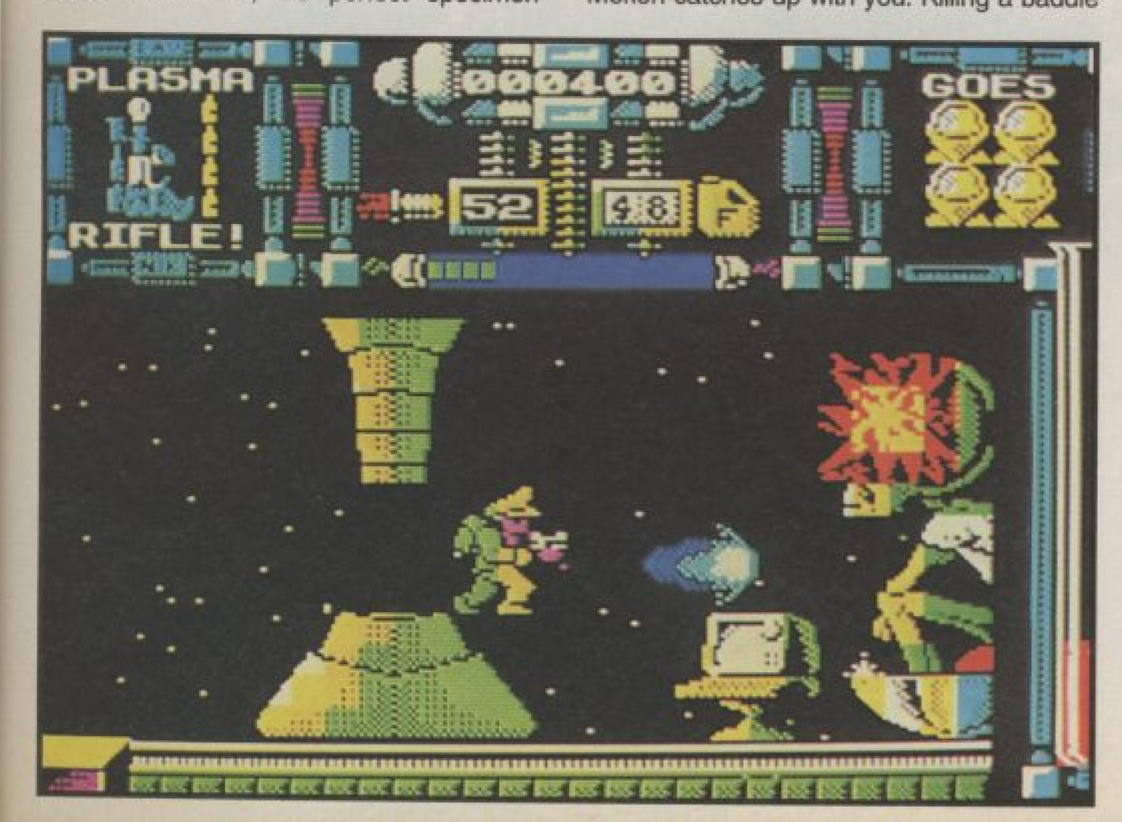
**VIRGIN GAMES**




It's been 40 years since Dan Dare first appeared in the Eagle comic, and since then he's spawned three games — the same as Batman! Yet, surprisingly, Dan and the Mekon have never appeared on the silver screen.

The story starts on a satellite orbiting Venus, with the evil Mekon trying to create henchmen Treens (native Venusians) from a variety of races. But the experiments go very wrong and the resulting mutants are a failure. The Mekon decides that a human 'volunteer' is needed; the perfect specimen being who else but Dan Dare. Dan is kidnapped and taken to the space station and held hostage. But such things can't hold Dan for long, he's soon making a break for it.

Sadly, our hero has only one method of escape: the trusty, but out of fuel, rocket ship. Luckily, there's 50lbs of fuel hidden in the complex. Armed initially with a meagre pulse rifle, you must overpower the numerous guards (some holding transporter passes) in the complex and escape before the Mekon catches up with you. Killing a baddie will sap their energy and transfer it to you. As with most planets, energy is a valuable commodity.




Transport, provided by a jetpack, is fuelled by strategically placed pumps in the corridors. Also throughout the maze are computer terminals. Log-on to one of these and you'll be able to access extra lives, smart bombs and shields in exchange for energy.

If Dan fails to escape, the Mekon could, once again, start an attack on Earth. Is this the end of life as we know it?

**Mark Caswell**

| | |
|---|---|
| GAME **DAN DARE III — THE ESCAPE** | |
| PRODUCER **VIRGIN GAMES** | |
| VERSIONS | |
| AMIGA | £19.99 |
| ATARI ST | £19.99 |
| C64 | £9.99/£14.99 |
| SPECTRUM | £9.99/£14.99 |
| CPC | £9.99/£14.99 |
| PC | £24.99 |

**ATARI ST** 61%



The game starts with a very promisingly David Whittaker title tune. But, sadly, it's downhill from there on. Mainly due to the poor graphics which fail to convey the real Dan Dare character. This is not only ugly, but also affects the playability — the 8-bit's main pulling point (of course!).

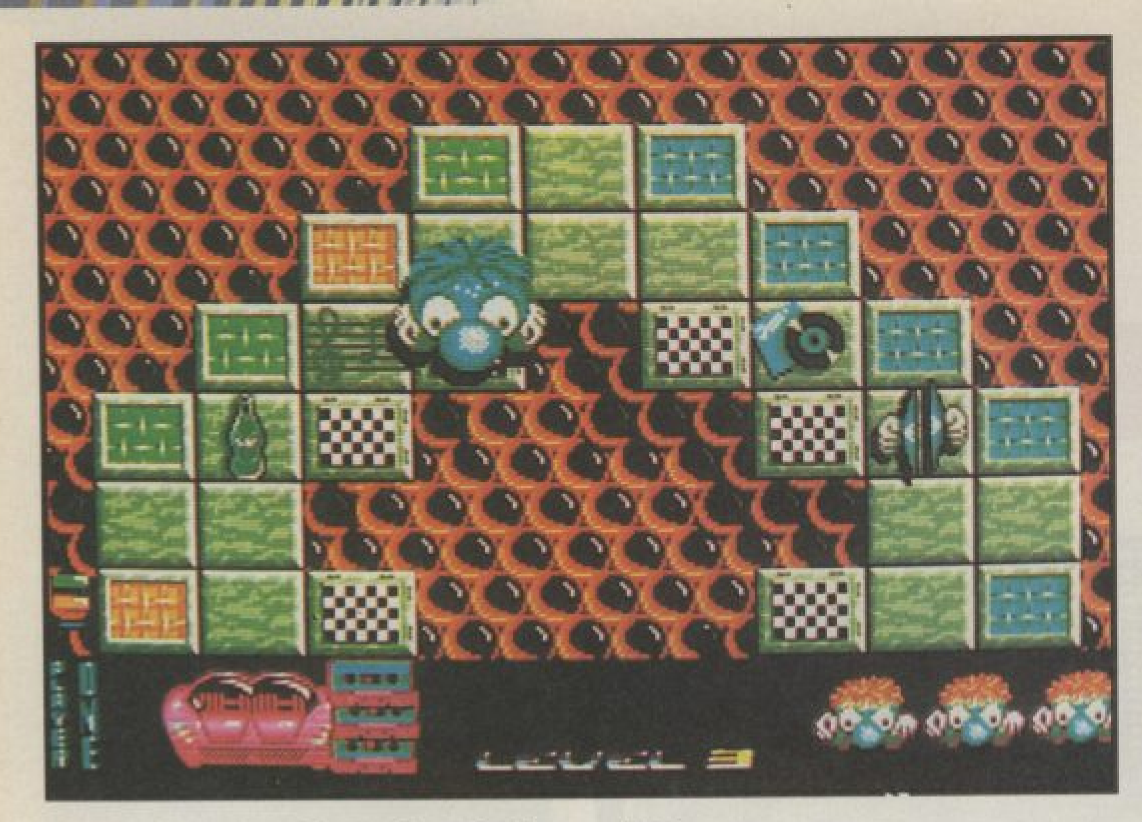
**SPECTRUM** 80%



The game is colourful, although unlike the original, it also contains some colour clash. But the playability is luckily undiminished, with the character sprites nicely drawn and the puzzles creating a great challenge. Sound is also good with a pleasant title tune and atmospheric effects.

**C64** 76%

The colours are very muted, giving the sprites and backdrops a metallic sheen. Sound is represented by a catchy title tune, but in-game noises are a mite disappointing. Worth a look for fans.




| GAME **JUMPING JACKSON** | |
|---|---|
| PRODUCER **INFOGRAMES** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |

**ATARI ST** 82%



Wonderfully-drawn graphics convincingly convey a cartoon feel. Sound — the main aim of the game — warbles along at a plausible beat, but too soon becomes annoying and repetitive. Gameplay holds up well.

**AMIGA** 84%

Sound is used well — although not astounding for the Amiga — with a neat selection of tunes and jingles. Surprisingly for a `cutesy' game, there's no apparent improvement with Amiga graphic presentation.




Two decks are already in use and Jack is being chased by a bugle. Only the yellow deck to go, to reach this enter the multi-coloured transporter to reach the platform on the right. If Jack isn't careful one of his three lives will be lost, lose them all and rock and roll will be no more.

**TGM's jukebox jury give their verdict**

# JUMPING JACK SON

**INFOGRAMES**

The world is not a happy place, classical music reigns supreme. Rock 'n' roll music has been banned, consequently life is drab and uninteresting (and infinitely quieter). But the population are rebelling, and Jumping Jack Son has been chosen to put a spring back into the step of earthlings.

Resembling Humpty Dumpty (small, round, little arms and legs), Jack is not yer average world-saving hero. Still, he's your only hope, and something has to be done about the dreadful racket currently flowing through the soundwaves of the world.

The world consists of many platforms suspended in deep space, each made up of coloured tiles. By jumping onto a tile, Jack changes the colour of it. When all the tiles on a platform are of the same colour, a record appears (mysteriously)! By putting this record in the jukebox, Jack can change back the musical tastes of the world. The single will form just a small part of the main tune, so more and more records have to be collected before the whole song makes sense to the public.

Watch out for the enemy agents and various musical instruments that chase Jumping Jack around the screen. If they catch him, he loses one of his three lives. Black and white chequered areas are safe, but avoid tiles with staves on, this is where the enemy are spawned.

Also scattered around the maze is food and drink. Pick up some of this to increase your score. Sleeping pills will stop attackers, and small jukeboxes will increase your record carrying capabilities.

Make no mistake, *Jumping Jack Son* is not one of the most complex games around and as such may prove a bit expensive. Still, it's rock 'n' roll, man...

**Mark Caswell**




The challenge screen, the idea here is to run over the tiles only once. As you can see all is lost already.



CKSON
AMES

£24.99
£24.99

82%

cs convin–
feel. Sound
e game —
le beat, but
oying and
up well.

84%

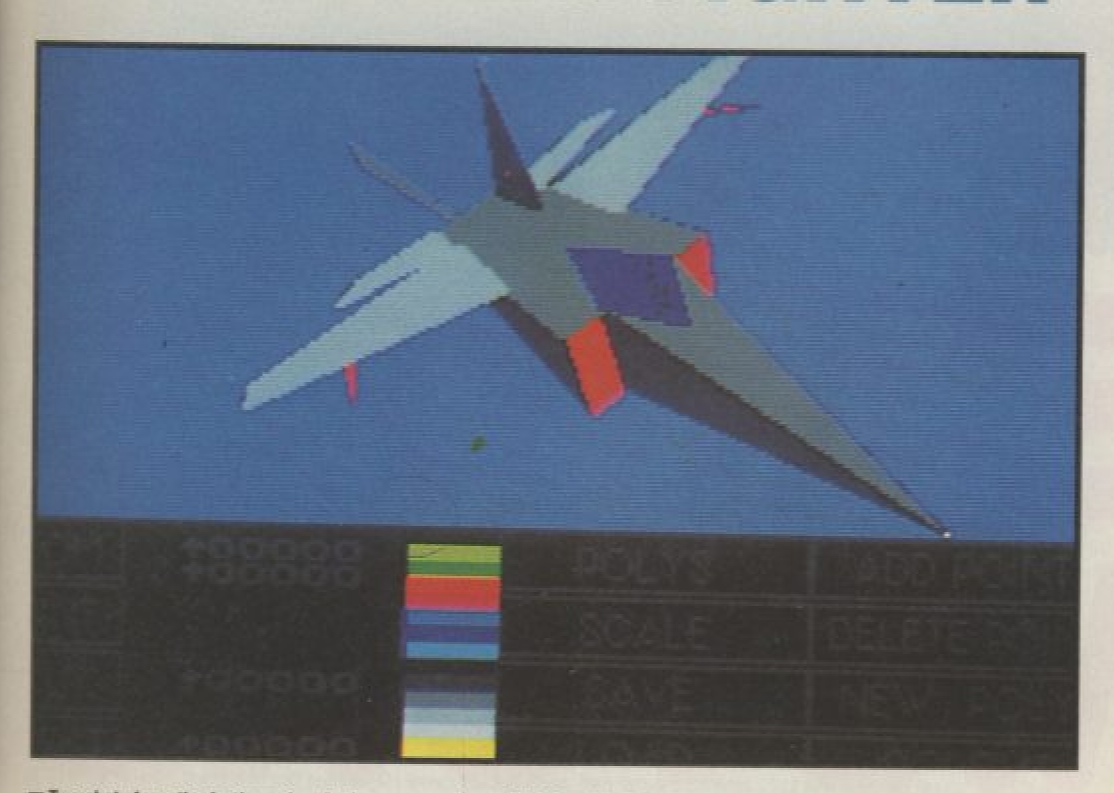
hough not
— with a
nd jingles.
sy' game,
rovement
tation.

k is being
to go, to
sporter to
sn't careful
hem all and

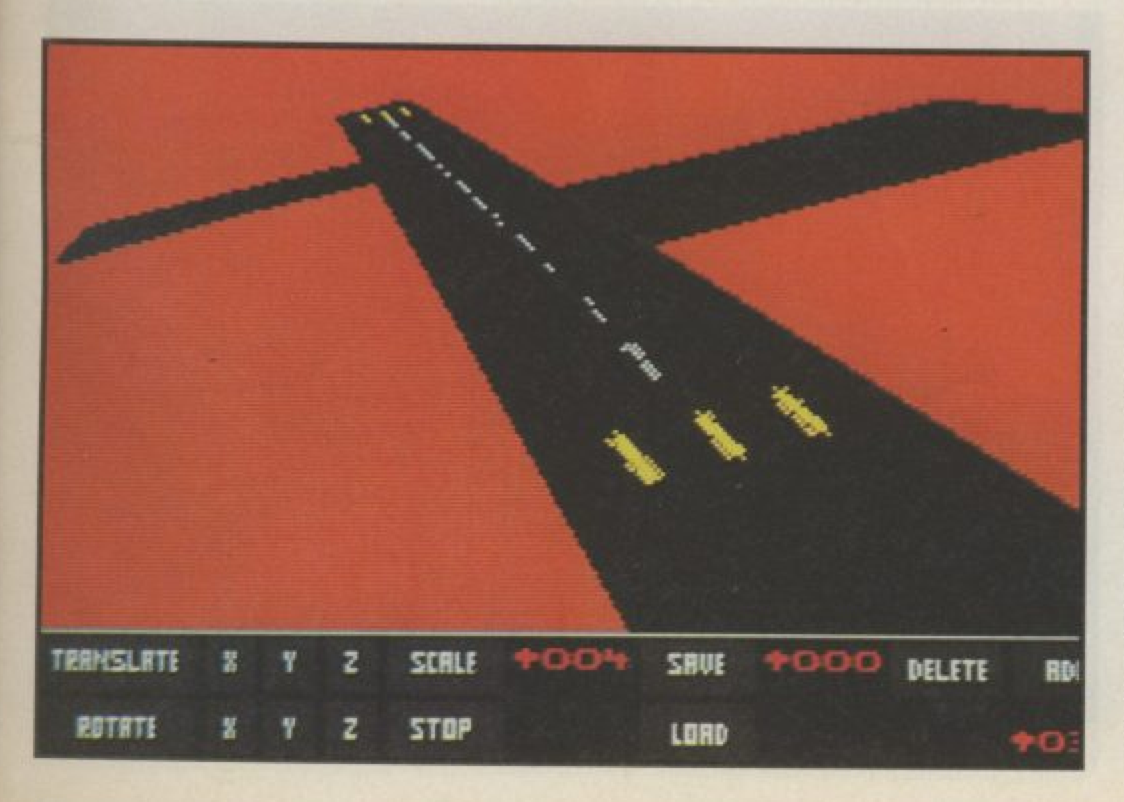
# MICROPRO-FILE

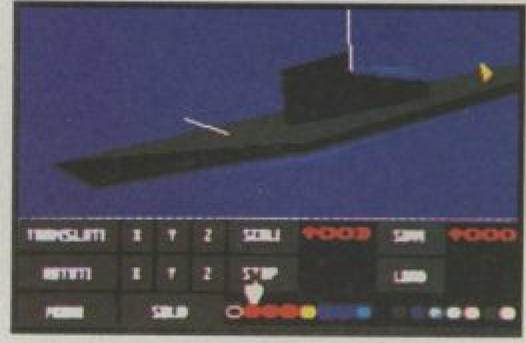
**They're famous for producing top class flight simulations. These days they've diversified into producing top class games of all types. MicroProse, along with its sister labels MicroStyle, Rainbird and Firebird, have a release schedule for the next few months which looks like a games player's delight. TGM takes an indepth look at their forthcoming goodies.**

## F19 STEALTH FIGHTER




Two shots from the forthcoming Amiga conversion of F19 Stealth Fighter. (Above) Close encounters of the enemy kind, your missions are made all the more harder by high speed enemy fighters. (Below) Making a high speed approach on a runway is not for the faint hearted.



ST owners can also enjoy the thrills of stealth combat. A conversion should be released soon after the Amiga version.

Not a long-awaited sequel but a long-awaited conversion. *F19* was originally reviewed on the C64 back in TGM004. Since converted to the PC, it's time for ST and Amiga owners to experience what many regard as the greatest flight sim ever.

As close as MicroProse could officially make the simulation (the United States Air Force only recently released *some* technical specifications), *F19* places you in the cockpit of one of the US's most secretive weapons. The aim of the game is to pilot your way into the heart of enemy territory, knock out targets and makes your way back to base. Along with the traditional cockpit view, you can also watch the action from various outside views, in-flight missiles or even through the eyes of the enemy.

Scheduled for release in early July, both ST and Amiga formats will cost £29.99 each.

## SILENT SERVICE II

Submarine simulations don't appear to be best-selling material, but when MicroProse released *Silent Service* on the PC in 1986 it sold over 625,000 copies worldwide. Due for release this summer, *Silent Service II* (£39.95) will offer a larger play area, and better graphics and sound than its predecessor.

The original *Silent Service* looked rather drab with CGA graphics. *Silent Service II* supports CGA, EGA, VGA/MCGA and Tandy graphics systems. Enemy ships are portrayed as digitised pictures taken from 24 angles, while digitised archive photos from World War II serve as backdrops for set-up and menu screens. Sound has also been improved with digitised effects and support for AdLib and Roland soundboards.

However, the improvements aren't just cosmetic. MicroProse plan to include more missions and more scenarios: such as a full campaign game in which the player develops his career as a submarine commander and a chance to sink Japan's Shinano, the largest aircraft carrier in World War II.

# FIRE AND BRIMSTONE

**FIREBIRD**

If you're going to start playing god, Thor is definitely the god to go for. He's knows how to put the beers away, he can control the weather and he's got a big hammer (great for a spot of DIY, creature bashing or Your Sinclair-type innuendo). Anyway, things aren't their usual beer-swilling, wench-slapping selves in the Norse kingdom. Hel, who is by all intents and purposes a nasty piece of work, aims to spread her brand of wickedness throughout the Norse worlds. As the almighty Thor, you've been elected by your fellow gods and goddesses to journey through the different Norse worlds to destroy Hel. Unfortunately, Hel has cottoned on to this and sent her evil creatures to delay and kill you.

Despite the Nordic scenario, *Fire and Brimstone* is a very up-to-date game. In the style of such classics as *Ghosts 'n' Goblins* and *Ghouls 'n' Ghosts*, you've got to progress through different worlds killing the bad guys and solving the problems (which are usually of the 'how to get passed a fatal trap' variety). At the end of



the each world there is a bigger and meaner than normal nasty to be destroyed. However, to progress to another level you must also collect four hidden parts of a key.

Help is provided by various weapons and potions. In all there are four different types of weapon, but only two can be carried at any one time. When Thor picks up a third weapon he must exchange it for one that he is already carrying. Each of the weapons has different characteristics and each flies through the air with a slightly different trajectory.

Thor's fellow gods have scattered four different types of magic potion throughout the different Norse worlds. Each of these is colour-coded according to its effect. Blue builds a bridge over certain obstacles; gold improves your jumping ability; red kills all onscreen enemies and white lights up dark rooms.

Points are accumulated not only by killing the bad guys but by collecting the hidden treasure troves. Many of these also possess magical powers.

You start the game with three lives and an energy bar. The state of Thor's health can be improved by eating fruit, but Thor is a bit choosy about what he eats and reacts nastily to some types of fruit.

Thor's adversaries come in all shapes and sizes. Trolls, witches, savaging triffids and eyeballs are just some of the weird and horrible creatures sent by Hel to thwart your progress.

While bearing more than a passing resemblance to *Ghouls 'n' Ghosts*, *Fire and Brimstone* is an instantly playable game. It contains a successful balance between playability and difficulty, some easy puzzles to draw you into the game then some fiendish problems on the later levels. And there's always something new to discover, even on levels that you've completed, from hidden passages to extra lives. *Fire and Brimstone* has a lot to offer.

**Robin Candy**

| | |
|---|---|
| GAME **FIRE AND BRIMSTONE** | |
| PRODUCER **FIREBIRD** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |

**ATARI ST 83%**

**I expected Thor to be a bit more impressive. As it stands, he looks like a Viking dwarf (Noggin the Nog perhaps?). Character perceptions aside, the graphics are generally commendable, with detail and smooth animation. Sound, however, doesn't impress but the playability more than compensates for it.**




■ Hmm, I wonder if anyone will answer if I knock on the door. Two large ugly creatures and a flying insect threaten our bearded hero as he searches one of the twilight lands held by the evil Hel (top left). Thor stands and ponders the two huge statues that guard this cavern. The first thing to do is to pick up the flask at the first ones feet (left). Oh dear, old Thor seems to have got himself into a bit ofd a fix here, with a full key but only two lives left he seems keen to grapple with the large fire beastie. I hope he is wearing his asbestos undies (above)

## THOR: GOD OF THRALLS

Probably the best known of the Norse gods, Thor was in fact the god of servants and ordinary folk. While their lords and masters would enter Valhalla when they died, the thralls would go to the house of Thor. Tall, muscular and red-bearded, Thor's most renowned possession was his magical hammer, Mjolnir. However hard and often he threw it, it would always come back to him. This, along with his magical belt, which doubled the strength of the wearer, enabled Thor to guard the gods' homes in the halls of Asgard from the envious giants of Jotunheim.

# UMS II

Innovative strategy games are few and far between, but Rainbird's *Universal Military Simulator* still rates as one of the best. Now, two years after its original release, Rainbird are on the verge of finishing the sequel. While scenarios in *UMS* were restricted to single battles (such as Waterloo and Hastings) *UMS II* is a total campaign simulator. Scenarios already programmed include Operation Overlord: the allied invasion of Europe (a relatively small scenario), the Napoleonic wars and Alexander the Great's conquest of Asia. Other scenarios planned include a World War III setting.

One of the main criticisms of *UMS* was the time it took to move whole armies. Each unit had to be individually moved, which made for a tedious game if you had a half decent army. Rainbird have listened to players' criticisms and altered the game accordingly. You can now move any number of units with one set of commands. When you consider that you can control up to 120 nations, along with their subsequent armies, being able to move whole groups of units is an obvious advantage.

Moving an individual unit has also been made a lot easier. You can even set up multiple moves should you not want to journey directly to your destination (because of enemy outposts, rough terrain, etc).

As well as the traditional land battles, *UMS II* features air combat, ship warfare, transports (so you can take units across the sea), varying weather conditions and lots of new moves. You can control any army at any time, anywhere in the world, you can even pit stone-age man against space-age warriors.

One of the novel features of the game is that you can load in saved games from other versions of *UMS II*. So, if you own an ST and your friend owns an Amiga, you can swap battle scenarios or even play games against each other — all protected by passwords to stop anyone altering the opponent's moves.

An editor allows you to modify every single aspect of the game. You can design your own armies, edit experience levels, supplies, moral, change weather conditions or even design your own planet. In short you can do as much or as little as you wish. *UMS II* promises to be one of the best strategy games ever released. Watch out for a full TGM review soon.

## TOWER OF BABEL

**Rainbird ■ Amiga ■ £24.99**

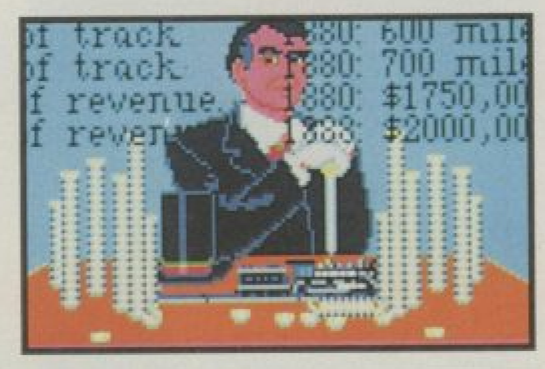
**Originally reviewed: TGM028.**
**Close to the ST original. Well-designed robot characters move in smooth, filled 3-D, this version also letting you choose the colour of graphics, a sky effect from three available and the style of pointer. There's some brilliant moody music and more sound effects, though none are spectacular.**
**WL**
**Machine rating: 81%**

# RAILROAD TYCOON

**MICROPROSE**

You may think that Infogrames' *Sim City* is pretty unique. But, as MicroProse's *Railroad Tycoon* reveals, the computerised building game goes back to the 19th century. Here you play the newly appointed president of a small railroad enterprise. The backers have just invested one million dollars and they trust you to build a railroad empire.

No matter where you build your tracks and in what era you choose to build them — you can go to East USA (1830), West USA (1866), England (1828) or Europe (1900) — there are always other like-minded individuals who'll try to thwart your megalomaniac tendencies.




A good head for figures is recommended because apart from setting up the basis of a railroad empire, the books must be balanced at the end of each year. And Lord help you if the investors become restless.

To make the most money, it's advisable to set up tracks between two supply and demand areas. For instance, laying a track between a cotton mill and a clothes factory will definitely bring in the dough. How your rate yourself — Investor, Financier, Mogul or Tycoon — varies the amount you get paid for each delivery and the length of your employ.

A map of the country is displayed, along with details on cities and their demands. Move the goods around in the quickest and most efficient way to make the maximum money.

To start the game, the trains are very slow and money is hard to muster. But as the years progress the engines get more advanced. This is particularly evident in Britain where great technological advances were made at the start of the 20th century.

If you are not progressing at the rate you'd like, it is possible to buy shares in

Financial Summaries

Leeds & Bradford RR — Cash:$ 673,000
Track: 374 miles — Bonds:$ 500,000
Net Worth:$ 8,650,000 — Stock at $ 58.00 per share
Public: 180,000 Treasury: 20,000

George Stephenson's — Cash:$ 488,000
Whitehaven & Kendal RR — Bonds:$ 1,000,000
Net Worth:$ 960,000 — Stock at $ 13.00/share
Public: 0,000 Treasury: 50,000 L&B: 50,000

Erastus Corning's — Cash:$ 2,367,000
Macclesfield & Birmingham — Bonds:$ 0,000
Net Worth:$ 8,610,000 — Stock at $ 56.00/share
Public: 120,000 Treasury: 40,000 L&B: 40,000

Daniel Drew's — Cash:$ 401,000
York & Harrogate RR — Bonds:$ 1,000,000
Net Worth:$ 1,280,000 — Stock at $ 17.00/share
Public: 0,000 Treasury: 0,000 L&B: 100,000

GAME DISPLAYS REPORTS BUILD

$ 673.
Sep 186

TGM STAR PLAYER

ON

ROPROSE

) or Europe
er like-mind-
thwart your

ecommended
the basis of
must be bal-
ar. And Lord
e restless.
's advisable
supply and
ying a track
thes factory
. How your
ncier, Mogul
unt you get
e length of

ayed, along
demands.
uickest and
e maximum

s are very
ster. But as
s get more
evident in
l advances
h century.
t the rate
shares in

GAME **RAILROAD TYCOON**
PRODUCER **MICROPROSE**
VERSIONS
PC £34.99

**PC**




**The graphics are for the main part static, with a few humourous bits of animation (like trains crashing into one another). Sound is supported by both Roland and AdLib boards, and with the right gear a great atmosphere can be created. And in true MicroProse style there's a whopping 180-page manual, containing all the background you'll ever need.**

your competitors. Subsequently, if you can afford to buy over a 50% share in a company you take control (this can also happen to you, of course).

Your success after being bought out or retiring is rated by the type of job you are offered — ranging from tramp to President of the United States (not much difference if you ask me — Ed).

**Mark Caswell**

**In the pioneering days of the railroad, trains were all steam-powered and very slow compared to today's standards. Here are just a few of the machines of that era**

***0-4-0 GRASSHOPPER*** **The first of these locomotives was built by Phineas Davis of York Pennsylvania, winning a massive #4000 prize. They were called Grasshoppers because their motion resembled the eponymous insect.**

***4-2-0 NORRIS*** **William Norris of Philadelphia built the first of his Norris type locomotives for the Philadelphia and Columbia railroad company in 1834. Its performance, especially on a steep incline, was exceptional. The design was simple, sturdy and versatile enough to be used throughout America.**

***2-2-0 PLANET*** **Delivered to the Liverpool and Manchester Railway by the Stephensons in 1830. The Planet proved to be very successful for its day. Its major innovation was to put the cylinders at the front end, helping to distribute the weight of the engine. However, the design was flawed by problems with forged crank axles and by its short wheelbase, causing the engine to pitch continually, threatening to derail it.**

***4-2-0 IRON DUKE*** **The Iron Duke was an express engine designed and built in 1847 by Daniel Gooch for the seven-foot gauge Great Western Railway. The long wheelbase made for stable running but required long, slow curves. These locomotives and their immediate descendants, the slightly modified Lord of the Isles class, were extremely successful, consistently demonstrating high speed and stability.**



# INTERNATIONAL SOCCER CHALLENGE

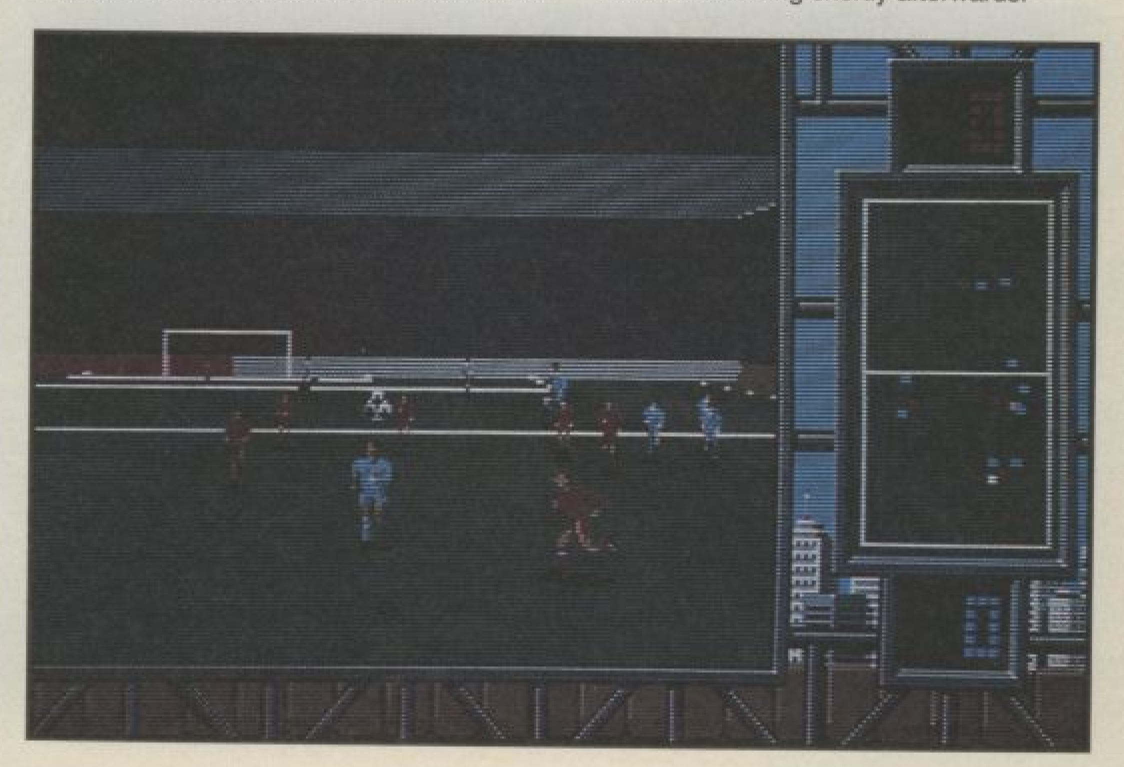
Football, football, football! Every other game seems to be soccer-oriented these days. Last month TGM included reviews of many of the forthcoming football games, as well as a preview of *International Soccer Challenge* (the sequel to the excellent *MicroProse Soccer*). Sadly, it just missed the review deadlines for this issue, but here's our view on what we've seen so far.

Most soccer games tend to look a bit boring (even *Kick Off*!) but MicroProse have really gone to town on the presentation. Shaded polygons are used for the stadium and background graphics while the players are detailed sprites. When the game starts, the view zooms down from above the stadium to the action on the field. The movement is very smooth — it's almost like watching a Wembley cup final. Once the match has started, the game is viewed from just behind your player.

To make the game more realistic you can control just one player. For instance you can control a striker, boot the ball out to the wing, run down the pitch and call for the winger to pass the ball back to you. You can swap between the players if you want but the object of the game is to the let the team play as a whole (none of those solo runs!). The game is a bit strange to get into; you've got to remember that the computer players are as good as you when it comes to playing football.

MicroProse and the programmers Red Rat have been working for sometime on the artificial intelligence of computer players. They've been working on a 4-4-2 formation, the different areas that they group, how they go for the ball and how they mark other players. They've also made the goalie intelligent (makes a change!). His actions depend on the position of the ball and the number of players in the goal area.

Versions are planned for the ST, Amiga, PC (£24.95) and the C64 (£14.95 cassette, £19.95 disk). The ST should be the first to appear, sometime in spring, with the other versions following shortly afterwards.





| GAME **NINJA SPIRIT** | |
|---|---|
| PRODUCER **ACTIVISION** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |
| C64 | £9.99/£14.99 |
| SPECTRUM | £9.99/£14.99 |
| CPC | £9.99/£14.99 |

**Follow the white wolf**

# NINJA SPIRIT

**ACTIVISION**

Fearsome characters these ninjas. *Ninja Spirit* is set in a six-level, mythological land where a very unfriendly warlock is terrorising the local rice-chomping natives. Not to worry of course, because there's always the odd ninja on his travels through the neighbourhood (and here comes Lee Van Cleef now).

The great ninja Tsukikage, who is really the spirit of a white wolf in disguise, has jumped into the fray, and deigned it his duty to rescue the suffering villagers (what a lad!).

Tsk (as he's known to his friends) comes equipped with four types of weapon. As with all ninjas he carries some throwing stars (shurikens), but also some dynamite, a samurai sword and a length of bicycle chain with blades attached (owch!).

On his trek through the six levels of the town, Tsk meets many 'objectionable' people. Most are poxy ninja henchmen, one slash of the sword and they're soon cold sushi. However, more challenging creatures pop up too, mostly at the ends of levels — giant swordsmen, Buddahs, Kitemen: you get the picture?

Some enemy encounters will not only prove fun but also fruitful. Depending on what type of dude Tsk slices up they'll leave behind differing types of crystal. While most increase the power of his weaponry (more shurikens, for example), the odd crystal will add extra energy or even muster up some ninja spirits to shadow Tsk's every move.

Tsk's first level of combat is the village temple. On passing that you'll travel through haunted forests, spirit-infested marshes, caves, and over towering cliffs. And all for those pesky villagers. Haven't you got anything better to do?

*Ninja Spirit* is based on the coin-op of the same name. It *is* around, even we've seen it (!), but you'll have to look damn hard to find it.

**Mark Caswell**

TGM STAR PLAYER




## ATARI ST




**Graphically, *Ninja Spirit* is impressive, both the character sprites and especially the backdrops are very detailed. Parallax scrolling is superb, some of the best I've seen. I've only two niggles. Firstly, it's too difficult and secondly there's no continue play option. Solving one niggle would probably compensate for the other, so it's a pity that this great game is spoiled by both. Check it out, though.**

## AMIGA




**Identical to the Atari ST but with improved music which adds atmosphere.**

## SPECTRUM




**Sadly Activision have failed completely with the Spectrum version. The game is totally monochrome, which is not only ugly but also hides what main character there may be in the dense background graphics. Animation is also poor, with badly constructed routines which make the sprites look more like puppets than ninja thugs.**

## C64




**It just goes to show that a machine cannot limit a game's potential. The C64 version is undoubtedly the best of the lot. And guess what, there's a continue play option! (So why not in the other versions?) Mind you, this comes as no surprise when you discover the programmer's Chris Butler (*Ghost 'n' Goblins, Powerdrift*). Admittedly, the backdrops may be sparse but the gameplay is top notch — totally addictive. Sound is great, too, with some impressive, scene-setting, oriental music. Unreservedly recommended.**

ON

£24.99
£24.99
/£14.99
/£14.99
/£14.99

SION

85%

impres-
rites and
are very
s superb,
I've only
difficult
continue
niggle
e for the
is great
Check it

85%

out with
s atmo-

60%

d com-
version.
chrome,
o hides
ay be in
raphics.
n badly
ake the
ts than

00%

machine
al. The
he best
ere's a
not in
u, this
ou dis-
Butler
erdrift).
may be
o notch
great,
scene-
ervedly

**This feat is technosonic**

# SONIC BOOM

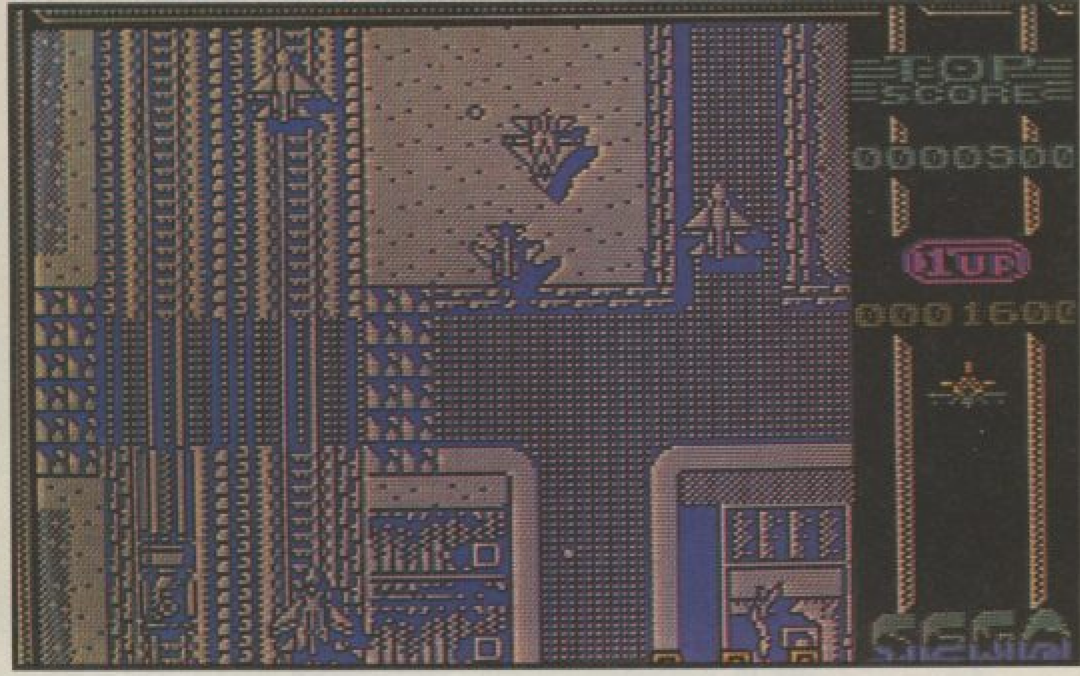
**ACTIVISION**

*Those mag-ni-fi-cent men in their fly-ing ma-chines, they go up tiddy-up-up, they down tiddy-down-down. Up, down- etc etc.*
Or if I'm at controls, they go up for a depressingly short time before crashing down-sodding-down-down. Either because of my general ineptness at steering the thing or failure to avoid the missiles being pumped out by aliens, terrorists, obscure Eastern countries or over-ambitious clay pigeon shooters.

In *Sonic Boom* (completely unrelated to a similarly named Westworld song — whatever happened to them?), the nasty creatures that will shoot you (and definitely me) down belong to the second category, terrorists. To be more accurate, they're fanatics (of what I'm not to sure — probably blue Smarties), which are like terrorists except raving mad. Anyway, these violent loonies have taken over important military from all around the world, and only one suicidal mug can stop them. Yup, you. However, if you've got one of them gadgi 16-bit machines, you and a friend can tackle them together; in my case, though, I had to settle for Corky Caswell.

As *Sonic Boom* is a shooty-shooty game, it needs little explanation. Shoot things (things: planes, tanks, gun emplacements, aircraft etc), avoid other things (other things: things plus bullets, missiles, fireballs etc), and collect the occasional parachute. Red parachutes give cute little drone planes to follow you around and strengthen your 'supershot', a powerful spinning weapon that refreshes the parts your cannons can't. Yellow parachutes award an extra supershot.

Unless there's something particularly different about them, there's very, very little you can say about shoot-'em-ups which hasn't been said many, many, many times before. *Sonic Boom* is firmly positioned in that category. No dazzling add-on weapons, no inventive end-of-level monsters, no clever new features... 'just' some hectic blasting and dodging.




Although there are only six levels, *Sonic Boom* is no pushover. Once you get the feel of the attack formations, level one is easy but following that you're in for a challenging time, even in two-player mode; the bullets really do fly — and lots of 'em! Lucky there's a continue play option, though it can only be used five times in a row.

*Sonic Boom* is the best new shoot-'em-up this month, so if you're in the market for a blaster, put it on your list of games to try.

**Warren Lapworth**




| GAME **SONIC BOOM** | |
|---|---|
| PRODUCER **ACTIVISION** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £24.99 |
| C64 | £9.99/£14.99 |
| SPECTRUM | £9.99 |
| CPC | £9.99/£14.99 |

**ATARI ST**




**Backgrounds make good use of colour but lack detail, apart from certain metallic features. Sprites are average, drone planes looking like blurry floating men, but scrolling's smooth and control response is very good. Sounds are plain.**

**AMIGA**



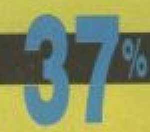

**Very similar to the ST version. A marginally brighter sharper look but woolly effects and music is very repetitive and *very* irritating — luckily, it can be switched off.**

**SPECTRUM**




**Ah, the joys of monochrome. It's out into the wild blue yonder for the Spectrum — literally. Everything's blue and white, but bullets are thankfully not too difficult to see. Both graphics and sound are plain but functional.**

**AMSTRAD**




**Yehhk! The player's supposed to be controlling a jet fighter but its bulk makes it look more like a bomber. Other sprites are equally blocky and ugly, as are the horrendously gaudy backdrops. Scrolling's slow and juddery, and sounds are standard CPC fare.**

**C64**




**The best thing about this is the title screen, where a circle of planes spin around in smooth 3-D. The player sprite is an insignificant-looking little thing lacking in detail, as are the other sprites. Backgrounds are composed from frequently repeated blocks and black is used too much — ugly — although scrolling's fine. As in all versions of *Sonic Boom*, sound makes very ordinary use of the machine's audio capabilities.**

• SENSIBLE SOFTWARE'S •

# INTERNATIONAL 3D TENNIS

**INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.**

"This is fab…a breakthrough …no-one could fail to be impressed."
**C&VG 94% C&VG HIT**

"It's smashing, ace and beats the competition…immense fun, demanding for novice and expert alike, the best sports game for ages."
**ZZAP! 94% ZZAP! SIZZLER**

AUST. OPEN: MELBOURNE
PRIZE MONEY: $810000
6 ROUNDS
5 SETS ON CEMENT
ENTER TOURNAMENT
MONEY BREAKDOWN
RESELECT TOURNAMENT

Screenshots various systems.

Individual format release dates may vary.

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels – amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles – infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •






TGM STAR PLAYER

| | |
|---|---|
| GAME **ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS** | |
| PRODUCER **TENGEN/DOMARK** | |
| VERSIONS | |
| AMIGA | £19.99 |
| ATARI ST | £19.99 |
| C64 | £9.99/£14.99 |
| SPECTRUM | £9.99/£14.99 |
| CPC | £9.99/£14.99 |
| PC | £24.99 |

Attack of the Robo—Zombies

# ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

**TENGEN/DOMARK**

Shock, horror, the evil Reptilons have overrun the earth base on Planet X and are forcing the colonists to create killer robots with which they plan to destroy our world. Upon completion of the robots the hostages would be turned into Robo—Zombies, not a very nice fate. But luckily two square jawed members of an interplanetary SWAT (special weapons and tactics) team are on hand to attempt a four pronged rescue. Grab the hostages, destroy the robots and Reptilons and rescue the lovely Prof Sarah Bellum who is also being held. Jake and Duke are the two lucky mercenary types who must brave level after level of robotic guards, some of which look not dissimilar to a certain breakfast cereal.

The game is set over 34 factory levels, each containing several sections (though part way through the game the path branches into three, so choose your route). As you with or without a friend appear at the start you are instantly attacked by a range of droids. The "Weetabix" characters seem to be the most prolific, but blue jumping robots, small scuttling and large red and yellow monsters also join in the destructive fun. You are armed with a ray gun and a limited supply of smart bombs, as you move around each section a variety of objects abound. Some like lockers release energy for your weapon (glowing green crystals), smart bombs and food, and where some hostages are held in glass tubes destroying control panels releases them.

Boxes with question marks upon yield mystery objects, and whilst shooting machinery is fun it seems to serve little purpose other than earning points. Along the route chained hostages will be encountered, touch them and they will be transported back to your ship. Along with the robots various traps are scattered about to make life tricky (very slight understatement there). Spikes threaten to skewer you, revolving poles brain you, whilst small innocent ball shaped droids squash you as flat as a pancake. When each floor has been cleared the only way is up, this is by means of either escalators (activated by huge switches) or ladders.

At the end of the level our heroes exit by being sucked up a twisty tube, now the occasional bonus section may be entered. These usually appear when the path splits, you rocket through a maze of corridors in a cyber sled vainly trying to beat the vicious time limit. Also at the end of every couple of levels a Reptilon must be faced, these are nasty swines who chuck all manner of nasty surprises at you. But hurry the lives of no only Professor Bellum and the hostages hang in the balance, the world as we know it may be changed beyond all recognition if you fail.

**Mark Caswell**

**ATARI ST 90%**

**Movement is flick screen, so as with many games of this type poor old Jake and Duke can't see what's coming 'till it hits them. Plenty of aggro is in store for you and a pal, robots of all descriptions as well a vicious traps await the unwary traveller. The ST version of *Escape From The Planet Of The Robot Monsters* (glad I don't have to write that title too often) is a very close conversion of the highly playable Atari coin—op. Included are many of the neat little graphical touches that graced the arcade version. The best in my opinion is when a character falls over the edge, he grabs the side of the ledge for dear life before slowly hauling himself up. *Escape From The Planet Of The Robot Monsters* is a tough and challenging game that no fan of the original should be without.**

**Background Mark Stephen Pierce is the designer of *Escape From The Planet Of The Robot Monsters*. He previously wrote *Road Blasters* for US Gold, and then spent two years on the design and graphics of Escape. Escape was written in C language on the 68000 (which is the same as that in the Amiga and ST), all code is developed on a multi—user VAX system (and no I don't know what that means either). Sufficient to say that the game is almost arcade perfect, and that should be good enough for anyone.**



THE
OT

£19.99
£19.99
/£14.99
/£14.99
/£14.99
£24.99

90%

o as with
poor old
at's com-
f aggro is
robots of
vicious
eller. The
rom The
rs (glad I
title too
ersion of
coin—op.
neat little
ced the
my opin-
over the
he ledge
hauling
e Planet
a tough
o fan of
t.

ious time
ple of lev-
these are
r of nasty
es of no
hostages
e know it
gnition if

Caswell

**Anything else just isn't**

# TENNIS CUP

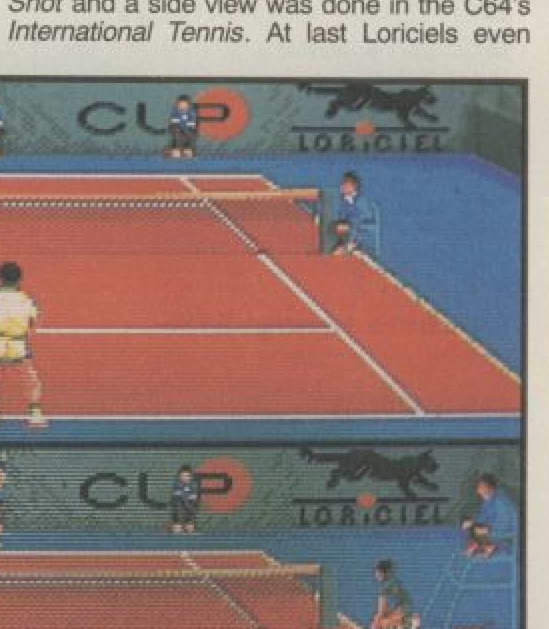
**LORICIELS**

| | |
|---|---|
| GAME **TENNIS CUP** | |
| PRODUCER **LORICIELS** | |
| VERSIONS | |
| AMIGA | £24.99 |
| ATARI ST | £19.99 |

**AMIGA** **83%**

**Title screens are accompanied by some excellent music, samples from matches interwoven with tense, staccato melody. Presentation is high, players walking on and shaking hands before the match and afterwards jumping up and down excitedly or hanging their head in shame. Backgrounds and non-player sprites show attention to detail and although tennis players in the background are distorted, those nearby look good and move well. Effects are disappointingly ordinary after the atmospheric samples of the titles.**

Personally, I think it's rather tactless, if not to say cruel and heartless of Loriciels to release a computer game of this sport. What's their mascot and part of their logo? A cute little cat. Admittedly, it's more a dynamic feline than a sweet one since its redesign, but nevertheless, there it is, bounding across the title screen of this game. Of tennis, which involves hitting a ball with rackets stringed with what are synthetic fibres these days but are still colloquially known as... cat gut!! It's shocking. Disgraceful. But I digress (as usual).




You're in competition with 32 computer players, each with their own particular skills and weaknesses. You can adjust your own skills from the outset: there are six basic types of shot (service, forehand, backhand, forehand volley, backhand volley and smash). Initially you have a 50% skill rating for each type, but have 30 percentage points to distribute as you wish. You can also weaken a type of shot in order to use the points to strengthen another, more important one. New computer players can be created by adjusting the percentages and these new opponents can be saved to disk, as can your own skills. Actual hands-on playing experience can be harmlessly gained in practice mode, where balls are returned from a machine.

Other than a match against another human, on a clay, indoor, hard or grass court, there are six competition options. The Wimbledon, Flushing Meadow, Melbourne, Roland Garres and Davis Cup (which involves both singles and doubles matches) tournaments can be entered individually, starting in the last 16, or for ambitious types, Championships links together the other five competition into one great tennis marathon.

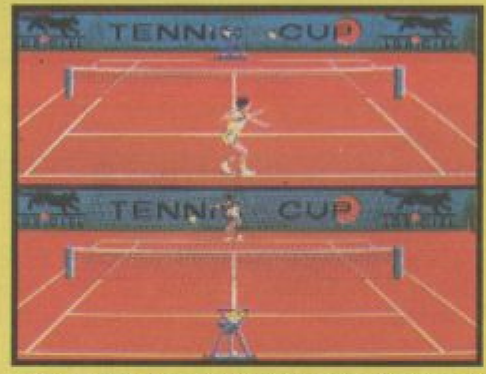
*Tennis Cup* takes the usual behind-and-slightly-above the player, TV-style viewpoint — but twice over! The screen is split horizontally so that each player has their own independent view, not that the computer needs one but very useful for two-player games.

Indeed, it's this new visual presentation that immediately sets *Tennis Cup* apart from all racket-and-fuzzball that have come before it. The TV camera view has been done to death, plan was seen in *Passing Shot* and a side view was done in the C64's *International Tennis*. At last Loriciels even the score so that neither player has the disadvantage of being the tennis blokey in the distance, although the lower angle necessary to fit two courts onto the screen means it can sometimes be difficult to see the ball's approach.

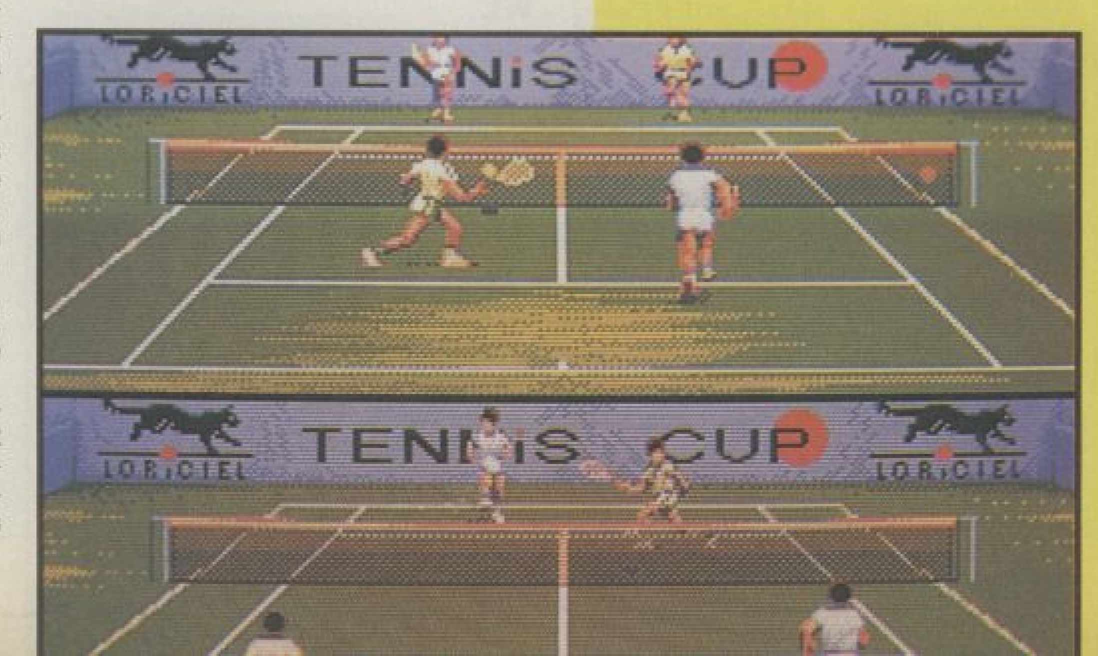
Playability is good but not exceptional. But this is compensated for by the ability to adjust skills and difficulty level via shot percentages. Player/computer abilities can be mixed and matched, and there's some strategy involved on how you spend your 30 points and redistribute others.

16-bit owners have a tough choice between this and Ubi Soft's *Pro Tennis Tour*, but my personal taste just gives *Tennis Cup* the advantage.

**Warren Lapworth**



■ The history of the split-screen game continues, a gaming concept which goes as far back as the classic racer Pitstop II and comes via 16-bit Trailblazer and Atron 5000 (to name but two) before finally reaching the tennis court. Above, it's man versus machine showing that a second human player is not essential for enjoyment of Tennis Cup.



# SHORTS

## WORLD CHAMPIONSHIP BOXING MANAGER
**Goliath Games ■ Atari ST ■**
**£19.99**

Another managerial quest for world domination. Graphics are basically just a selection of pleasant but ordinary portraits and one or two mediocre backgrounds. There's no animation to speak of, other than the wiggling bottom of your large-breasted secretary. Sound effects are sparse.

The general format follows Goliath's excellent *Tracksuit Manager* but it hasn't been a recipe for success in boxing. The fortunes of a squad of players is considerably more involving than that of a few motley boxers and although the text commentary worked well for football, it's very repetitive in *World Championship Boxing Manager*. In short, this game gets stuck on the ropes about halfway through round one.

**WL**
**Machine rating: 56%**

## WORLD CHAMPIONSHIP BOXING MANAGER
**Goliath Games ■ Amiga ■**
**£19.99**

*See Atari ST review.*
Slightly better use of colour and smoother 'out of the screen' boxing gloves intro, plus it's all on one disk, avoiding the irritating disk swopping of the ST. But what is on one disk is still bland.

**WL**
**Machine rating: 57%**

## DYTER-07
**Rainbow Arts ■ Atari ST ■**
**£19.99**

*Originally reviewed: TGM030.*
Graphics are a little on the grainy side and scrolling is irregular in speed and judders in a manner that's often distracting. Sound effects are muffled but title music is a good imitation of the Amiga. Shame the gameplay and visuals aren't as close.

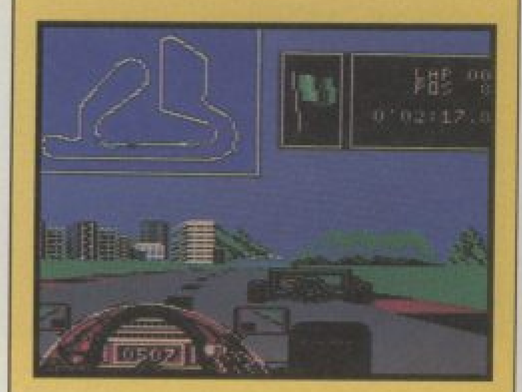
**WL**
**Machine update: 73%**

## FERRARI FORMULA ONE
**Electronic Arts**
**■ Commodore 64 ■**
**£9.99/£14.99**

*Originally reviewed: TGM005.*
It's taken its time to be converted down to the humble 64 but the racing sim has survived with all its options intact, allowing all aspects of a car's engine, traction and aerodynamics to be adjusted and tested, before beginning a 16-race season.

Static screens are well drawn and laid out but actual racing is quite scruffy. Landscape features are simple and lacking in colour and cars are blocky. Perspective is fine but screen update is slow and jerky (though faster on the C128). Option screen sounds are functional, engine noise naff, but there's some great intro speech and music.
While it has all the options and variety, *Ferrari Formula* hasn't the graphics, speed or playability to surpass the aging *Revs+*.

**WL**
**Machine update: 78%**



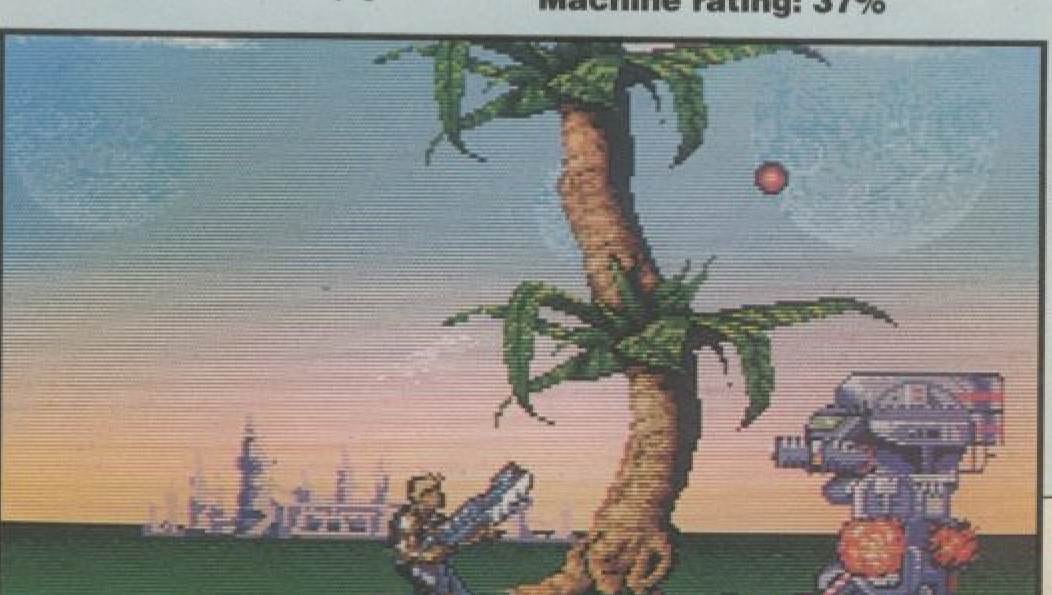
## AMC
**Dinamic ■ Spectrum ■**
**£9.95/£14.95**

At first I thought 'What the hell are Dinamic doing with Minter's *Attack of the Mutant Camels*?!' But this game's title actually stands for Astro Marine Corps, the army who have sent you to the planet Dendar in the SOKK Confederation to defeat those dreadful criminals, the Deathbringers (if I were you I'd duff over the prat who thought up these naff names). You have to fight through horizontally-scrolling areas with your rifles and grenades (and some help from God).

You can tell this is an iffy game even before it's loaded. The title screen isn't too badly *drawn* but colour has been spewed over the screen with complete disregard for the Spectrum's capabilities. The same goes for the game itself. Definition is rough anyway and two-plane parallax scrolling's jerky, but most noticeable are the many colours spread around — clash city (man).

Gameplay is awkward and remarkably mediocre, certain features/areas seemingly harmless until you touch/reach them (bit late by then). It's repetitive, clichéd and unnecessarily difficult. Many better stroll-along shoot-'em-ups are available on budget.

**WL**
**Machine rating: 37%**



## AMC
**Dinamic ■ Amiga ■ £19.99**

*See Spectrum review.*
To its credit, Amiga *AMC*'s skyline is very attractively drawn but other background features are rather ordinary. Sprites are well-shaded but not designed and animation's weak. There are some good sounds but they're composed in a weak, unimpressive manner.

**WL**
**Machine rating: 42%**

## AMC
**Dinamic ■ Commodore 64 ■**
**£9.99 cass/£14.99 disk**

*See Spectrum review.*
Ikk. The soldier sprite is a yellow and brown blob who strolls around as if on roller skates, firing slow and jerkily moving bullets. Enemies are short on detail and even shorter on colour (although I must admit I like the purple trees) but scrolling's smooth. Sound effects are quirky, in a positive manner, and music's good and happy, but can't rescue the feeble gameplay.

**WL**
**Machine rating: 39%**

## CASTLE MASTER
**Incentive/Domark ■ Amstrad CPC ■ £9.99/£14.99**

*Originally reviewed: TGM030.*
Incentive strike again, dropping their independance to team up with the ever-strengthening Domark. Continuing the ancient mystical feel of Total Eclipse, Castle Master takes you to cold, cobwebbed chambers of dark magic, facing restless spirits and the object-oriented puzzles that are Incentive's trademark. An improved control system allows greater player freedom and variety of gameplay, while graphics are also of increased quality. Some may find it too similar to previous Freescape games but it's sure to find favour with many others.

The castle, its chambers and objects are represented with unattractive colouring — green, greys and checked shading. Movement is jerky and quite slow (but this doesn't spoil gameplay) and sound effects are functional.

**WL**

**Machine rating: 86%**

## CASTLE MASTER
**Incentive/Domark ■ PC ■ £24.99**

*Originally reviewed: TGM030.*
The walls and objects are formed from quite jagged lines considering the PC's resolution, but choice of colour is okay, and speed and smoothness of movement are good. Sound is yer average PC blips.

**WL**

**Machine update: 88%**




## APOCALYPSE
**4th Dimension ■ Archimedes ■ £29.95**

Who says all this technology is progress? In *Apocalypse*, computers have advanced so much they've become independent beings, living as the Rakonans. And they've got a bit bored so they've begun to invade planets. You've got to take to your cockpit to eliminate them.

The mildly gaudy filled 3-D graphics move with speed and swiftness but as there's little to see — landscapes are bleak and Rakonan craft rarely come close — they don't impress. Audio highlight is a Dalek sample: 'We are the superior beings!'!

It has more scope and a more complicated (pretentious?) control, but *Apocalypse* is highly reminiscent of Novagen's *Backlash*. There's more to occupy the player but it's generally yer average shoot-'em-up fun, albeit in 32-bits.

**WL**

**Machine rating: 76%**

## CLOWN 'O' MANIA
**Starbyte ■ Atari ST ■ £19.99**

*Originally reviewed: TGM027.*
Beppo the clown is still after his fortune and glory. Graphically the same as the Amiga version, the ST game suffers its usual malady... sound (or rather lack of). An annoyingly tinny tune plays on the title page, but the pounding Amiga title ditty and amusing death scream are missing. A must for platform freaks though.

**MC**

**Machine update: 83%**

## GRAND NATIONAL
**Elite ■ Amiga ■ £19.99**

According to form and racing conditions, buy and/or bet on horses participating in the famous Seagram Grand National. Then take part in the race itself, as a jockey guiding a horse.

The betting/buying screen is clearly presented but blandly high-tech, a style which is utterly inappropriate for horse racing. Awkwardly, selections have to made using a keypad graphic and pointer. The course map, side view and courseside features are colourfully and attractively drawn, but sprites are flat, with mediocre animation. Music's fun and although the most heard effect is a looped galloping sound, there's some great echoing speech, as if spoken through the course Tannoy.

Well, I look upon this year's Grand National favourably because I won third prize in the Newsfield sweepstake. But the *computer game*... It was released on 8-bit years ago and gameplay hasn't been enhanced since. You'll play it till you finish in the top four, and if you're determined, even until you win it. But after that, *Grand National* will be condemned to the depths of your software collection.

**WL**

**Machine rating: 60%**

## HOT ROD
**Activision ■ Commodore 64 ■ £9.99/£14.99**

*Originally reviewed: TGM030.*
Scrolling's smooth and car sprites are neatly designed but backgrounds are dull, repetitive and lacking in colour. Sound effects are lively and music jolly.

By far the best thing about about Commodore *Hot Rod* is the intro sequence, cars zooming down a city street in convincing perspective to a funky piece of music that includes atmospheric samples.

**WL**

**Machine update: 73%**

## HUNTER KILLER
**16 Blitz ■ Atari ST ■ £4.99**

It's World War II. (Blimey! Time warp!) You command an American submarine in the South Pacific, able to practise in day or nighttime before choosing a mission from 14: five coastal, six special and three attack. A variety of readouts monitor the bearing, speed and condition of the sub, and launch torpedoes at the enemy.

*Hunter Killer* is akin to a junior *Silent Service*, with lower quality presentation and graphics and fewer variables. It lacks the excitement and variety of other strategy simulations but that's mainly due to the slow, looming nature of subs. If it appeals to you and you can't find *Silent Service* in a bargain bucket, get it.

**WL**

**Machine rating: 74%**

## IMPOSSAMOLE
**Gremlin ■ Amiga ■ £19.99**

*Originally reviewed: TGM030.*
Bright, colourful, cartoon-like fun! Backgrounds are pretty straightforward but sprites and particularly sound liven it up. Sound effects are unusual if not to say wacky samples, and music is a great remix of C64 *Monty on the Run*, complete with guitar solo, scratching and house chords.

**WL**

**Machine update: 77%**

## IMPOSSAMOLE
**Gremlin ■ Commodore 64 ■ £9.99/£14.99**

*Originally reviewed: TGM030.*
A game with low presentation and some low quality graphics, Monty a very drab little sprite but more colourful backgrounds and jolly alien sprites help liven the game up. Effects are bog-standard C64 and music is a highly naff remix of the utterly brilliant music which backed *Monty on the Run*.

**WL**

**Machine update: 72%**

## IMPOSSAMOLE
**Gremlin ■ Atari ST ■ £19.99**

*Originally reviewed: TGM030.*
The title screen's pretty naff but in-game graphics are colourful and neatly defined, Monty looking good and moving well. Sound effects are simple and music warbles away in a crude and mildly annoying manner.

**WL**

**Machine update: 76%**




## ANTHEADS
**Mirrorsoft/ Cinemaware ■ Amiga ■ £14.99**

***1Mb Amigas only! You will need It Came From the Desert (reviewed TGM027) to run Antheads data disk!***
Five years have past, the hero is different but the mission remains basically the same: stop the ants. But an added problem is that some of the inhabitants of Lizard's Breath have been turned into ant people. If you liked the original, you'll love this cos it's more of the same.

**MC**

**Machine update: 87%**

## KRYPTON EGG
**Hitsoft ■ Amiga ■ £19.99**

You are the captain of the Krypton Imperior spaceship and have entered the atmosphere of the planet Rich-Ul, only to faced by strange monoliths and annoyed aliens (you probably disturbed a fertility ritual). A battle inevitable, the protonic cannons let rip.

As you'll have guessed, this is a *Break Out*-style game (eh?!!). Backgrounds are the usual repeated patterns but some are of particularly eye-strained design and colouration. Sprites are unremarkable except for the bat itself, which has an Atari logo on it — strange for an Amiga game! Sound effects are about the norm for an *Arkanoid* variant and interesting music includes laugh and 'phworr!' samples.

Apart from a construction kit included the disk and an occasional monster-bashing screen, the only thing *Krypton Egg* has above other *Arkanoid* games is balls. Not only is it fond of giving out extra ones, it also releases big and *really* big balls when certain capsules are collected. This isn't enough to make it any more worthy of attention than any other *Arkanoid* game released in the past two years.

**WL**

**Machine rating: 44%**

## INTERNATIONAL CHAMPIONSHIP WRESTLING
**Hewson ■ Amiga ■ £24.99**

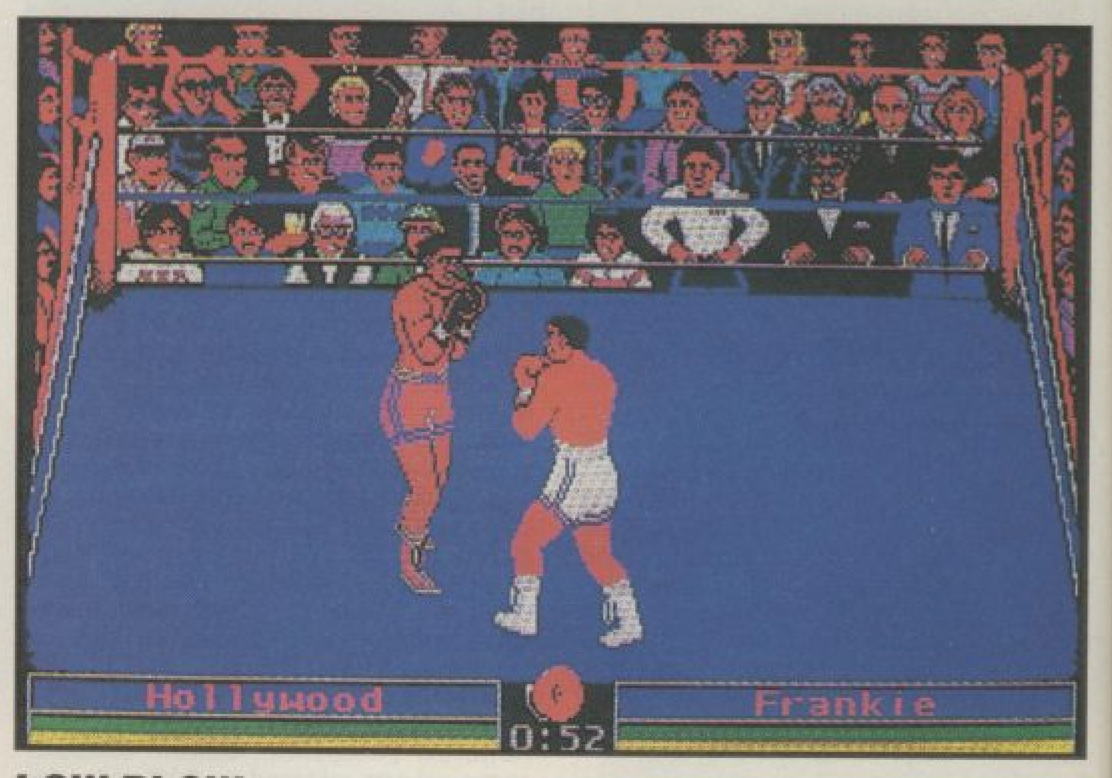
Meet Lance 'Eagle' DoGood, Ivan 'The Bear' Trotsky, Kai-Leung 'Killer' Kahn and the Cuban Bruiser! Pull a few muscles, strain a few limbs! You can compete in a one- or two-player wrestling match and become or tackle any of those four mean characters, at one of three skill levels. You have 18 different moves with which to duff over your chosen opponent.

Graphics are crude, the crowd a shower of bright pixels — except for a particular unhealthy section of them who have all decided to wear grey clothes — and wrestlers are blocky and poorly animated. A redeeming factor is the great lively title music.

*International Championship Wrestling* looks very similar to Epyx's *Championship Wrestling* of a few years back but lacks the high presentation, wrestler portraits and professional definition/animation. The control system also bears a suspicious resemblance to that aging but superior product. Needless to say, don't flog out 25 quid on this unless you're a real wrestling fan.

**WL**

**Machine rating: 54%**




TGM STAR PLAYER

## KLAX
**Tengen/Domark ■ Spectrum ■ £9.99/£14.99**

*Originally reviewed: TGM030.*
As fast and furious as the ST version, the Speccy game is also as colourful, noisy and addictive (within its limits of course). The gameplay is so easy you end up feeling there is more to *Klax* than the programmer is letting on. But it really is as simple as slinging the tiles into the bins and scoring klaxes. Purchase is recommended.

**MC**

**Machine update: 90%**

## LOW BLOW
**Electronic Arts ■ PC ■ £24.99**

Guess what, it's a boxing game! Play against a friend, as Frankie 'Baby' Cavillo or Hollywood Orlando, or train combinations of punches before tackling computer opponents.

The title screen is very well drawn but the (slightly) animated boxer portraits are mediocre, with limbs ill-proportioned. Boxer sprites are well defined but pose artificially and move mechanically. Music/FX are weak but AdLib and MT32 soundboards are supported.

Although not in great numbers, boxing games arrive for review at regular intervals, whatever software house reckoning that their product has the essential GBH elements that'll make the public snap it up. Most have failed dismally and although *Low Blow* has the option of illegal, underhand moves (and a suggestive title), it lacks the playability and energy required to make a boxing game successful.

**WL**

**Machine rating: 65%**

## PIPE MANIA
**Empire ■ Amstrad CPC ■ £9.99/£14.99**

*Originally reviewed: TGM017.*
Rather simplistic in appearance but with this reaction-testing puzzle game it doesn't matter much. Simple bas-relief tiles of few colours, sparse but good effects and tediously lengthy loading (from tape) don't spoil this classic head-scratcher.

**WL**

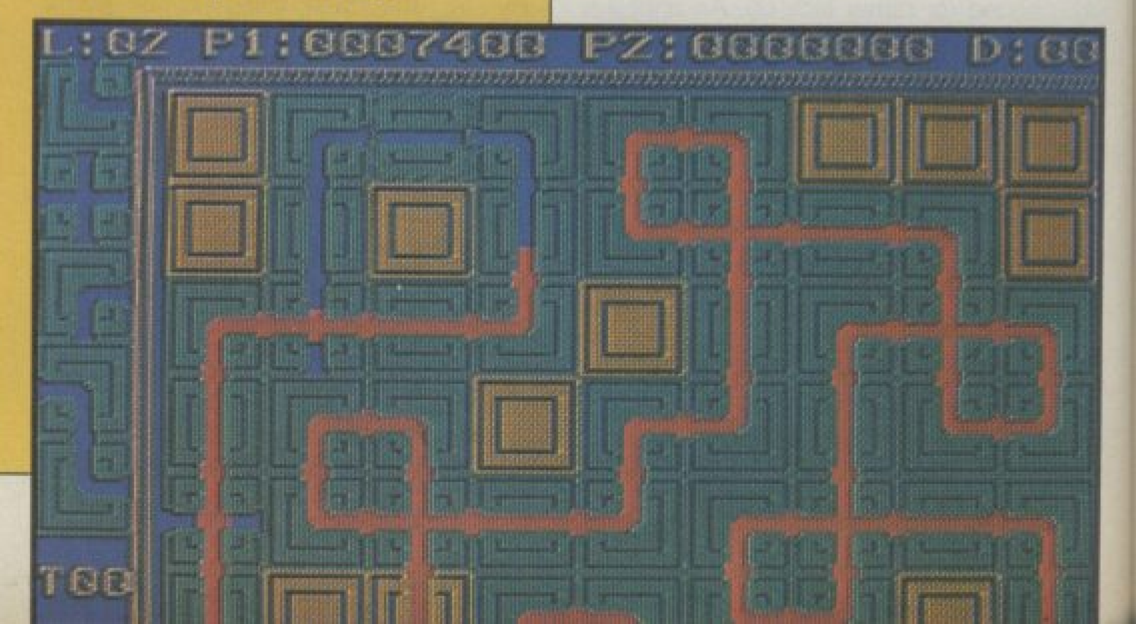
**Machine update: 80%**

## PIPE MANIA
**Empire ■ Spectrum ■ £9.99/£14.99**

*Originally reviewed: TGM017.*
*Pipe Mania*'s divided square playing area means the Spectrum's limited colour capabilities have been easy to overcome. Although individual squares are monochrome — which makes them clear and easy on the eyes — others use two different colours to provide variety to the display. Gameplay is little different from other versions — it's hard to spoil it — and that means this is one mean puzzle game.

**WL**

**Machine update: 82%**



TGM STAR PLAYER

## BUDOKAN

**Electronic Arts ■ Amiga ■**
**£24.99**

*Originally reviewed: TGM027.*
Graphics are very similar to those of the EGA PC version: plenty of colours onscreen, beautiful animated backgrounds and smoothly animated fighters. Sound effects are the same strange cries, except of a higher quality — there's also some authentic music.

A fun beat-'em-up with the most versatile control system — as many as *37* moves for a single art — *Budokan* is the pinnacle of pure martial arts software.

**WL**

**Machine rating: 87%**

## OPERATION THUNDERBOLT

**Ocean ■ Commodore 64 ■**
**£9.99/£14.99**
*Originally reviewed: TGM025.*

Though certainly not packed with detail, graphics on odd-numbered levels are reasonable and scrolling's fine. The even-numbered, racing game perspective levels move slowly and jerkily, and in both sections sprites are vague, blocky representations of those from the coin-op. One of Ocean's rare weak conversions.

**WL**

**Machine update: 71%**

## PERSIAN GULF INFERNO

**Magic Bytes ■ Amiga ■**
**£19.99**

Six hostages are being held by terrorists on an oil rig (in the Persian Gulf, strangely enough). Worse still, a vast nuclear warhead is primed for launch from the rig, but no-one knows its exact location. You're an SAS chappy, with half an hour to find and disarm the bomb, rescue the hostages and blow the crap out of the terrorists. To this end you have a pistol and can find more weapons behind closed doors ('as we go... through, the keyhole').

Backgrounds are drab — lots of dull greys and hard stairways — and sprites are poorly defined although animation is okay. The SAS man has tiny hands and feet, an alarmingly slender neck, square head and a slightly hunched back — he looks a bit like Rigsby (from *Rising Damp*, not our adventure contributor). Scrolling is sluggish and controls are unresponsive. Music is a random affair, full of over-the-top dramatic instruments and an utterly out of place bongo solo.

But sound effects are brilliant. Terrorists leap out at you and shout 'Destroy the Ali-fell-off!' (the significance of which eludes me) or 'D'you want a tomato juice?!!' in a highly excitable manner, milliseconds before you blow their brains and chests out in a spray of blood. Great fun.

Unfortunately, the hysterical samples and gory deaths aren't enough to make *Persian Gulf Inferno* worthwhile. And neither's the laughable ability of being able to blow holes in thin air! Gameplay is slow and monotonous, mostly consisting of wandering around in search of new rig areas. Worth playing just for the laughs — but not worth buying.

**WL**

**Machine rating: 65%**

## RENAISSANCE

**Impressions ■ Amiga ■**
**£19.99**

*Renaissance* is a compilation of four classic games of yesteryear — Invaders, Rockstorm, Megapede and Draxians (no prizes for guessing which oldie arcade games they're unofficial conversions of).

You can choose between two versions of each game. *Classic* reproduces the originals fairly accurately — undetailed graphics of few colours and simplistic sounds. *Contemporary* versions are revamps, with proper backdrops and carefully shaded sprites, although effects are still nothing to write home about.

*Renaissance* is good for a quick reminisce, that rotten flea in Megapede, the teapot UFOs in Rockstorm. And in Invaders, who could forget trying to nail 'that last little bugger that goes like the bloody clappers.' But in the end, none of the conversions properly reproduce the feel of the coin-ops and although the *Contemporary* versions increase value, interest soon wanes.

**WL**

**Machine rating: 71%**

## PROTECTOR

**16 Blitz ■ Atari ST ■ £4.99**

Chopper versus chopper (missus)! The second helicopter controlled by computer or a friend, the screen is split horizontally to give independent views. The aim is to pick up the four crates that lie around the rugged landscape and return them to your base. This creates a bomb to destroy your opponent's base... of course they're also up to the same thing.

Backgrounds are outdated and grainy, clouds looking like rocks, but scrolling's smooth and fast. What few sprites there are (the copters, bullets, crates and bomb) are simplistic. Effects are wimpy and music is a 'You Only Live Twice' rip-off.

*Protector* is a good concept gone wrong. Stealing crates off a friend is a source of great glee and amusement but hampered by a sluggish, uncooperative control system. Also, with the difficulty of destroying a chopper (each player has a limitless supply), you and your opponent spend your time stealing crates from each other's bases and taking them to your own, so it could literally be hours before the bomb is made. Playability is no better against the computer because it's very difficult to beat.

**WL**

**Machine rating 48%**

## ROCK STAR ATE MY HAMSTER

**Code Masters ■ Amiga ■**
**£4.99**

*Originally reviewed: TGM017.*
Graphically and sonically *Rock Star Ate My Hamster* is very good. Colourful well drawn characters and amusing and tuneful sound effects make this a playable game, especially at five quid.

**MC**

**Machine update: 80%**

## ROCK STAR ATE MY HAMSTER

**Code Masters ■ Atari ST ■**
**£4.99**

*Originally reviewed: TGM017.*
Graphically identical to the Amiga game, the ST version of *Rock Star Ate My Hamster* is just as damn tough. Many are the times I've amassed three or four million quid, had a couple of chart records — then catastrophe strikes when my star(s) meet their end in a plane crash or a nuclear explosion (really believable). Still, it's rather playable and only a fiver.

**MC**

**Machine update: 80%**






## JACK NICKLAUS GREATEST 18 HOLES OF CHAMPIONSHIP GOLF

**Accolade ■ ST ■ £19.95**

*Originally reviewed: TGM020.*
Jack's back, but he's still in a mediocre game. His portrait is murky, landscapes are blocky and slowly drawn, and the Jack sprite's dull. The ball sometimes develops a life of its own and the screen sometimes redraws somewhere other than where the ball came to rest. Effects are crude.

**WL**

**Machine update: 59%**

## WIPE-OUT

**Gonzo Games ■ Amiga ■ £19.99**

Cashing in on the success of the *Baywatch* TV series (and maybe on the oldish song by The Fat Gits, or the Surf soap powder commercial), *Wipe-Out* allows you to compete in the Intergalactic Hoverboard Challenge (so someone at Gonzo must've read Marvel's *Silver Surfer* comic at some point). Competing in leagues against aliens of varying skills, boards leave behind trails that you must avoid and try to force your opponent into (sound familiar?).

The options screens are drawn in drab bas-relief and are a pain to wade through. Game graphics... oh dear. Sprites are plain and pop between two frames of animation, horizon graphics are simple and trails are shaded in a naff, polka-dot fashion. The hard rock music is uninventive but quite good.

Well, well, well. Someone else has seen fit to unearth the aging (if not to say ancient) concept of the *Tron* lightcycles game. It's very (*very*) thinly disguised with surf... er, hoverboards and assorted weirdo creatures, and has been expanded with leagues and options. It all comes down to gameplay, and as well as originality and graphics being bad, this is too.

**WL**

**Machine rating: 26%**

## THE TOYOTTES

**Infogrames ■ Atari ST ■ £19.99**

*The Toyottes* tries to generate a fun, cartoon atmosphere but, despite some appropriate spot graphics, fails. Far from being light, it is a chore to play, wandering aimlessly around, vainly attempting to avoid the monsters, getting lost amid the pipe network... If you have a liking for cute little characters, try *Jumping Jack Son* instead.

**WL**

**Machine rating: 62%**

## TRIVIAL PURSUIT

**Domark ■ Archimedes ■ £24.99**

*Originally reviewed: TGM023.*
Well I've finally got round to reviewing this product, one which in previous incarnations have shown that this is best played with a real board and a few drunken friends. The 32-bit version is no exception. The Archie's resolution is used well on the board and particularly on text, but falls flat on the lounge screen, where the game's dwarf host, TP, lives. Colours are muddy, detail's lacking and TP himself is dreary grey zombie. Sounds are few but functional.

**WL**

**Machine update: 54%**

TGM STAR PLAYER

## INFESTATION

**Psygnosis ■ Atari ST ■ £24.95**

*Originally reviewed: TGM030.*
The ST versions lacks the impressive jetpack intro of the Amiga and the title screen has fewer colours and less detail. In-game, there's little choice between the two, speed and definition-wise, but the choice and variety of colour isn't as good. Effects are reduced to warbling ST quality but music isn't bad.
Gameplay is just as atmospheric and tense and the hours of enthralling exploration make *Infestation*'s initial difficulty worthwhile.

**WL**

**Machine update: 87%**

## SIDEWINDER II

**16 Blitz ■ Amiga ■ £4.99**

It's been 27 years since the war with the aliens ended, finally defeated during the Sidewinder mission. But now, unsurprise unsurprise, the aliens are approaching once more and, in your space craft, you have to destroy their base before it reaches Earth.

Graphics are clear but dreary metallic, scrolling's smooth but some sprite/bullet movement isn't. Music is wimpy — it's like listening to the test card — and effects are little better.

Considering its predecessor, this is a great disappointment. True, *Sidewinder* costs twice as much, but it's more than twice as good a game as this limp, clichéd vertical blaster. Derivative graphics, the standard types of add-on weapons... yer average highly disposable budget shoot-'em-up.

**WL**

**Machine rating: 43%**

## TIME SOLDIER

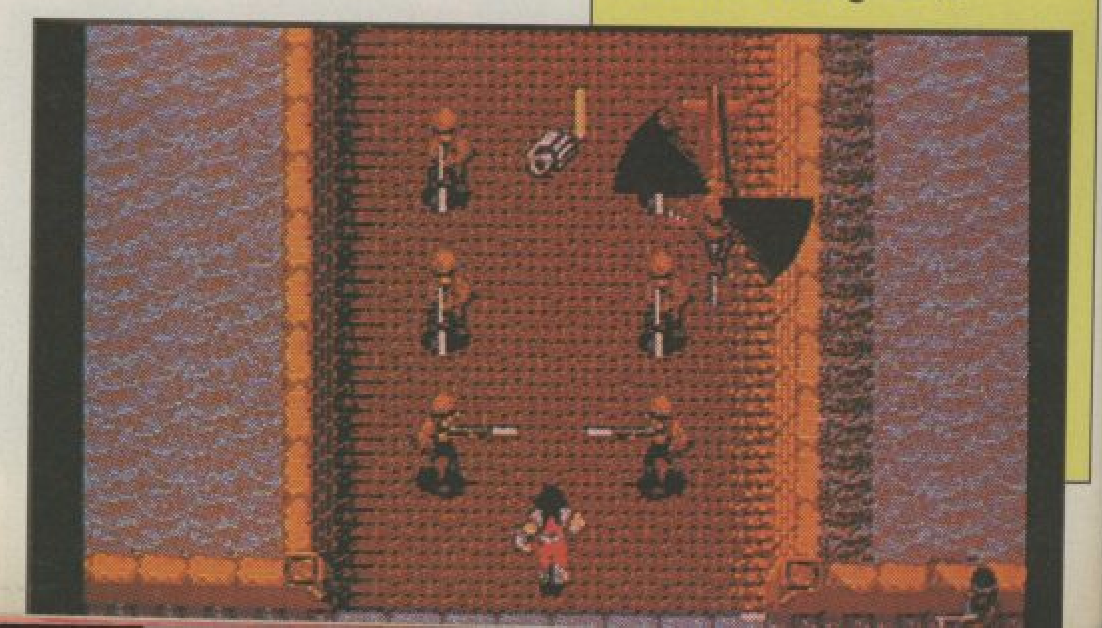
**Electrocoin ■ Atari ST ■**

*Originally reviewed: TGM018.*
Oh dear. Your fellow commando chappies have been captured and spread through time by nasty old Gylend. You must run and blast through different time eras, blasting the inhabitants, and rescue your comrades.

Scrolling's smooth but way too slow to keep up with badly designed player sprite. Other characters aren't much better but backgrounds are pleasant enough. Effects are weak with decent music; however, gameplay is old-fashioned and unexciting.

**WL**

**Machine rating: 63%**



# TGM TRICKS 'N' CHEATS

**Cheats galore as Robin Candy delves through the post bag to come up with another comprehensive tips column. This month we show how to solve *Space Rogue* plus there's a great guide to *Dragon's Lair: Escape from Singe's Castle***

# Space Rogue

## All formats

**A great game very much in the vein of the classic *Elite*. Thanks to Peter Roddan of Swanley and Stuart McRae from Keith (it's somewhere in Scotland apparently) for the following tips and solution.**

## GENERAL TIPS

### *Arming up*

Don't think about becoming a pirate or bounty hunter until you're armed to the teeth. Naturally the most expensive laser is the best (the Particle Beam); they're very effective at cutting up Manchi and other baddies. Initially, buy the Sapphire laser (if you can afford it) and then upgrade to the Particle Beam later. Plasma torpedoes are effective, cheap and compact so buy around six of them and seven Nova missiles.

### *Career Moves*

Other ships may be friend or foe, depending on what career path you take. Becoming a bounty hunter is dangerous but very profitable. A bounty hunter will get attacked by every Dart or Corsair in his vicinity and a well-equipped ship is essential. Being a pirate puts a bounty on your head and you can expect Cruisers, Hunters and the awesome Titans to attack you.

Provided you can find a profitable trading route, being a merchant is the most lucrative way of surviving, although Darts and Corsairs may attack.

### *Manchi Dogfighting*

Manchi will always attack you no matter who you are. The resulting battle is always a fight to the death as they never surrender or give up the fight. Ask the Imperial Captain if you want news on Manchi. Wasps are easy to kill but Vultures are a different matter, only moderately well-equipped ships stand any chance against them. Getting attacked by two (or even three) Vultures is rare but invariably lethal.

### *Wormhole Jumps*

To enter a wormhole you must fly through the Malir Gate with a minimum velocity of 21ms. You don't have to enter it by flying through a hole at either end, you can fly through the sides with no damage to armour. Avoid Ion Storms if you're carrying perishable goods like Brandy and Radioactives. A reasonable wormhole speed is between 15 and 22 ms; practice the sequence and you shouldn't have any problems.

Detour around any Shard fields. Things get difficult if you're attacked by Manchi or pirates while navigating a Shard field, avoid Nebulae or Asteroids where possible.

### *Add-ons*

The turbo thruster is useful, especially if you regularly have full cargo bays which make your ship sluggish and lethargic, but it's not a necessary item.

Armour plates are worth the money. To get maximum armour you'll have to buy four armour plates. Put them top of your shopping list and buy them when you can afford them! After buying them, you have to select Repair Armour from the repairs desk. ECMs are handy for fights with Titans and Corsairs. Like the Turbo Thruster, though, they're not essential.

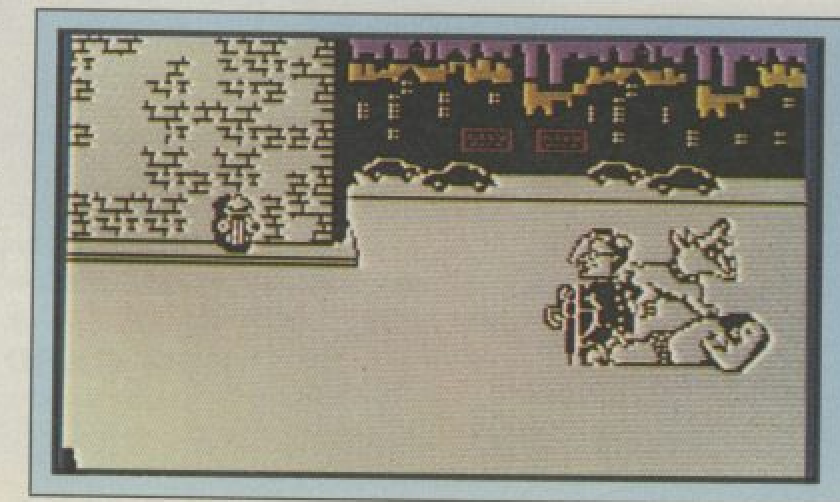
### *The Solution*

Firstly, you must get yourself some decent weaponry. After docking at Hiathra go see Orellian, the Imperium Representative, and take your Space Pilot's exam. The answers to this are:

*1) 3.26.*
*2) type 0.*
*3) +´.*
*4) The Imperium.*

Talk to everyone on the base, especially Veda (a green monster). If he offers to sell you some contact lenses, buy them. Now go and find Cebak (she's the girl who keeps talking about Hive, the greatest coin-op in the galaxy). Search the space suit on the back wall and you should find a key card. Once you have spoken to everyone, go to see the ship outfitter. Buy four extra Cargo Pods from him then go and buy eight tons of either 1Gb RAMS or supercomputers from the Trader. If he doesn't have any of these don't bother buying anything.

Next go to the Micon I



# Street Hassle

## Spectrum

**Start the game as normal and press L. You will now be asked if you want to skip levels. Answer 'Y' and you will jump straight to Level 6. Thanks to Stephen Moore from Liverpool for that cheat.**

# Stargoose

## Amiga

**Arvinder Matharu from Slough found this cheat. Just hold down all the function keys while playing the game and you'll get extra lives.**



outpost. Sell the 1Gb RAMS or the supercomputers and buy the explosives or some forged credits.

The important thing about smuggling contraband is to remember to have a different item in your last Cargo Pod. That way, you don't usually get caught.

Go and see Sir Eld. When he asks you to do a favour for him, do it. Now go back to Hiathra Starbase and deliver the statuette to The Imperium Representative. Sell the explosives or the forged credits, but not the supercomputers or 1Gb RAMS. Return to Micon I and talk to Sir Eld. He will give you some useful advice as well as a Stealth Box. Keep trading between Hiathra and Micon I until you have enough credits to buy a particle beam laser.

You must now decide whether you will become a pirate or a bounty hunter. If you're a pirate, you will get more combat practice and more money but you will also be attacked by every ship you meet. If you're a bounty hunter, at least the Merchant ships won't attack you.

The next item on the agenda is to get more armour. When you've got 500 armour points, and your reputation is fierce or higher, go to see Duchess Avenstar at the Deneprime Starbase in the Deneb system. She will give you a mission. Now go and talk to the student on Deneb who will tell you to go to Nar'See and say 'RAKBIT' to one of the aliens.

Do this and go back to Deneb and speak to the student again. She will give you a Malir Artifact. Now go to the Bassruti system. Once here, go to the mining station. Save the game here as the mining station is full of monsters set on killing you.

When you have docked, go to the room directly down from the docking bay. A monster should enter here so be careful. You must try to get a table between the monster and yourself and then run through one of the doors. When you are sure that you have lost the monster, go to the room at the bottom left of the station (the one containing the safe) and inspect the cabinet. You should find some NSBs. Now go back to the ship and fly to the Arcturus system and go to the Micon II mining station. Go to the madman in one of the corridors and talk to him. Select 'OTHER' and type 'NSB'. He will ask you the name of his mission, to which you should reply 'FERRET'. He will then tell you to go and see Gut.

Go to the Koth carrier and use the card on the locked door. Avoid the alarm squares and go to inspect one of the squares on the top wall. As long as you have the contact lenses you will find the transmutation coil.

Go back to the Bassruti system and soar through the vacuum to the Free Guild Outpost. Go to Chi-Sha and say you are a Rogue. Select 'OTHER' and say 'LUX-23A'. Agree to help her and she will come on your ship as a repair droid. Now go to see Omar and demand to see Gut. He will tell you to go and destroy a Titan first. This isn't too difficult as long as you have 500 armour and decent shields. Once you have done this, go back and talk to Gut. Explain Koth's plot and he will tell you to go and see a Baakili far trader. Say to him 'MANCHI' and offer him the Malir Artifact. When you have received the information, go to see Gut again. He will tell you to go to Trochal to steal the Chi-Gonger back.

First, go to the Micon IV Mining Station in the Zed N27 system. Once at the station, search behind the locked door until you find a Psionic Shield. Then, go to the Trochal Outpost in the Sigure system and visit Vilanie. She will ask you to remove the shield — DON'T! She will call the guards, so quickly unlock the door in her room and inspect next to the egg. Pick up the Chi-Gonger and go back to Gut. Go to Zed N27 and talk to Professor Prosk. Give him the Transmutation Coil, and ask him for the Null Damper. Explain about the egg and enter in coordinates 'GC 3409'. Now go to the navigation console, and set course for the Manchi homeworld. Dock here to complete the game.

# Chase HQ

## Amstrad

**Amstrad owners are almost as bad as ST owners when it comes to sending in tips. But, fortunately for us, Darren Yates from Ashton-under-Lyne shows that there's still life in some CPC owners. Here are just a few of his findings...**

Define the keys as **S, H, O, C, K, E, D** then redefine them to suit your own requirements. The following keys now have these functions:

1 ´ restart level; 2 ´ skip to next level; 3 ´ skip to end of game; 4 ´ extra credit.

# F29 Retaliator

## Amiga

**Flying high (and landing safely) from Derek Stracey in Prestwick.**

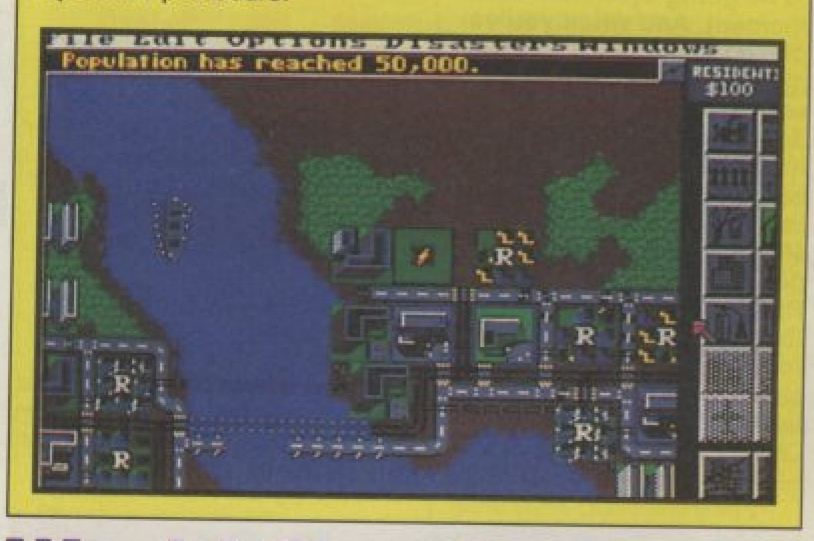
Load *F29* as normal. Then, when the enrolment screen appears, enter **THE DIDY MEN** as your name but don't press return. Now click on the Colonel icon and then press return. Select battle area as normal then select mission control. Now accept mission and go back to select a mission. Play the game as normal and when you wish to land just press enter on the keypad for a guaranteed safe landing.

# Sim City

## Amiga

**If your bank manager isn't sympathetic with your city building projects and won't come up with the necessary reddies try this tip from Mark Traut of Cape Town.**

When the Main City screen appears, hold down the shift key and type in **FUND**. Your money will increase by $10,000. If this isn't enough money for your ambitious building programmes just repeat the procedure.




# World Cup Soccer

## Sega Mega Drive

**Also from Gavin Hamer of Camberley come these goal-scoring tips.** Goal-scoring is a lot easier if you know where to place your kicks. In the first half of the match, approach the goal and shoot high, while in the second half of the match it is better to shoot along the ground.

# Space Ace

## All formats

**Trevor Saunders from London discovered this cheat which lets you complete the game without actually doing anything. Start the game, pause it and then type** DODEMODEXTER.



# Ghostbusters II

**Amstrad**

**Another quick tip from Darren Yates.**
Pause the game and type in **AYKROYD** for infinite lives.

# Pipe Mania

**Amiga**

**Definitely one of the most addictive games released this year. Level codes only appear every four levels and to complete the game you have to complete the last eight levels (28-36) in one go. Anyway, to help you out, David Cuesta from London sent in the following codes.**

**Level 4** GRIP
**Level 8** TICK
**Level 12** DOCK
**Level 16** OOZE
**Level 20** BLOB
**Level 24** BALL
**Level 28** WILD

# Electrocop

**Atari Lynx**

**Everyone in the office seems to be going Lynx mad at the moment. And when you've played some of the games it's easy to see why. The screen may be small but the definition is excellent. I haven't seen *Electrocop* yet but apparently it's based on the classic *Impossible Mission* so it should be good. Darren Sale from Bideford has been quick of the mark and sent in the following door codes.**

Level 1, Door 1, Code: 2473
Level 1, Door 2, Code: 9874
Level 2, Door 1, Code: 3287
Level 2, Door 2, Code: 5409
Level 3, Door 1, Code: 9284
Level 3, Door 2, Code: 7210
Level 3, Door 3, Code: 3963
Level 3, Door 4, Code: 7395
Level 3, Door 5, Code: 8294
Level 4, Door 1, Code: 0394
Level 7, Door 1, Code: 6021
Level 11, Door 1, Code: 0293
Level 12, Door 1, Code: 2987

# Rocket Ranger

**C64**

**If you own a reset switch the following poke will help you defeat the Nazis. Reset the game and type: POKE 7368,165: SYS 6867.** Thanks to Patrich Van Venetien from Holland for that.

# Chase HQ

**ST**

It's been around for a while now but judging by the number of cheats I've received it's still a popular game. If there's any of you who don't know how to reset the timer just follow this cheat.

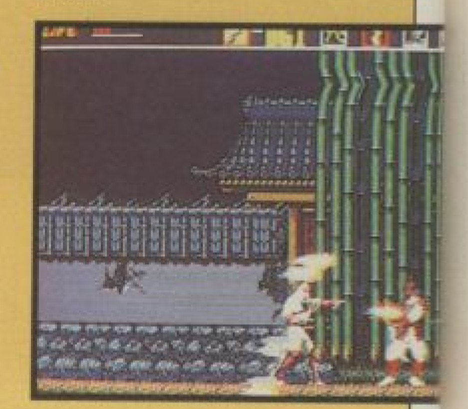
Start the game as normal and hold down the fire button on your joystick and the left mouse button. Whilst doing this type in **GROWLER**. Now, when you continue the game you can reset the timer by pressing **T**.

# The Super Shinobi

**Sega Mega Drive**

**If you're still having problems with this game after last month's amazing tips and map, try these cheats from Gavin Hamer of Camberley.**

Go to the Options screen and select 00 shurikens and start the game. The two zeros will join together and you will have infinite shurikens. Progress to Level 4-2 then somersault and fire at the beginning of the level to reveal a secret bonus of two extra lives. Collect it then die, then repeat the whole process again and again for more lives.



# Ninja Warriors

**ST/Amiga**




**The Sales Curve are always including little cheats in their games and they've been good enough to reveal to TGM a few codes for the great *Ninja Warriors*.**

***Amiga*** Start the game as normal, press caps lock, type in the cheat you require and release caps lock.

**STEVE AUSTIN** Press S during play to slow things down.

**MONTY PYTHON** All the enemies appear backwards on screen.

**SKIPPY** Enemies start bouncing around the screen.

**A SMALL STEP FOR A MAN** Enemies that jump will disappear off the top of the screen.

***Atari ST*** Start the game as normal and hold down the Alt key while typing in the following:

**CASABLANCA** Turns the screen black and white.

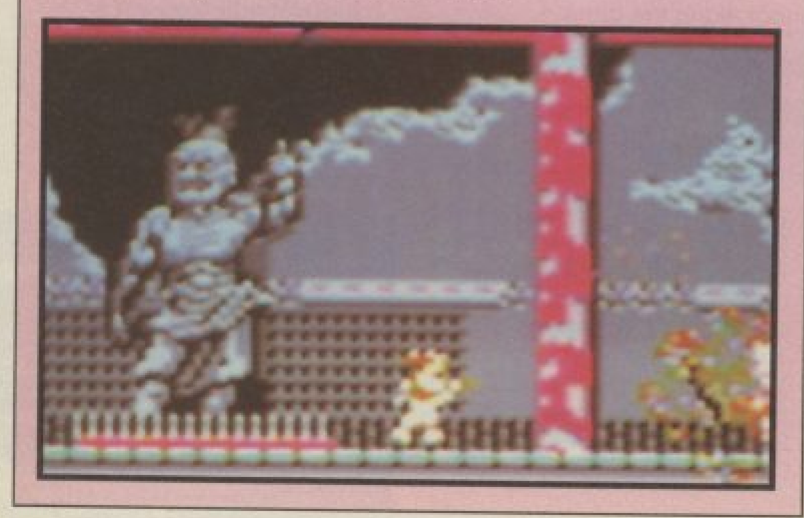
**EAT TO THE BEAT Press Q to slow the action down.**

**MONTY PYTHON** and **SKIPPY** will also work on the ST version.

# Ninja Spirit

**Amiga**

**Jason Tullett from Sale.**
Start the game as normal and press F9 to pause the action. Now press caps lock then the left shift button. The game will continue and you will have infinite lives.



# £50

## SOFTWARE MUST BE WON!

Another Tricks 'n' Cheats column draws to an end and the tips folder is all but empty. So what's going to be in next month's column? Absolutely nothing! Unless you start sending in your tips. And just to add a little incentive (as if your name in these hallowed pages wasn't enough) the sender of the best set of tips, maps or cheats will receive a £50 software voucher and a TGM T-shirt. And the address to send all your information to is: **Newsfield, Robin Candy's Tricks 'n' Cheats, TGM, Ludlow, Shropshire SY8 1JW.**

# LOGIC COMPUTER STORES

**LONDON** 01 882 4942 · **PETERBOROUGH** 0733 49696 · **CHESHUNT** 0992 25323

**Full range of Amiga, ST, SEGA, 64, SPEC, AMSTRAD, PC, PCW, 2600,XL/XE, BBC**

## AMIGA SOFTWARE

| | |
|---|---|
| MENACE | 8.95 |
| BAAL | 8.95 |
| ARCHIPELEGOS | 8.95 |
| GALAXY FORCE | 6.95 |
| SUPER WONDERBOY | 7.95 |
| MILLENIUM 2.2 | 7.95 |
| ALTERED BEAST | 7.95 |
| DYNAMITE DUX | 8.95 |
| FIREZONE | 7.95 |
| BOMB JACK | 5.95 |
| UNIVERSAL MILITARY SIMULATOR- WITH 2 SCENERY DISCS | 14.95 |
| BAD COMPANY | 7.95 |
| DRAGONS SPIRIT | 9.95 |
| FIGHTING SOCCER | 8.95 |
| TERRORPODS | 8.95 |
| SOLITARE ROYALE | 7.95 |
| DEF CON 5 | 6.95 |
| FERNANDEZ MUST DIE | 6.95 |
| CAPTAIN FIZZ | 7.95 |
| CONFLICT EUROPE | 8.95 |
| THUNDERBIRDS | 6.95 |
| HKM | 6.95 |
| STAR BLAZE | 5.95 |
| SONIX | 29.95 |
| TERRYS BIG ADVENTURE | 7.95 |
| THEXDER | 6.95 |
| TAKE-EM-OUT | 9.95 |
| ARTURA | 5.99 |
| OUT RUN | 9.95 |
| WORLD CLASS LEADERBOARD | 9.95 |
| BATTLE VALLEY | 6.95 |
| ZYNAPS | 6.95 |
| CYBERNOID | 6.95 |
| EXOLON | 6.95 |
| SLAYER | 6.95 |
| PIONEER PLAGUE | 5.95 |
| PACLAND | 6.95 |
| PACMANIA | 6.95 |
| EYE OF HORUS | 8.95 |
| THE BLACK CAULDRON | 9.95 |
| BALLISTIK | 7.95 |
| TIME & MAGIC | 9.95 |

## ATARI ST

| | |
|---|---|
| SHADOW GATE | 7.95 |
| DEJA-VU | 8.95 |
| UNINVITED | 7.95 |
| THE BLACK CAULDRON | 9.95 |
| MANHUNTER NEW YORK | 9.95 |
| LEGEND OF THE SWORD | 7.95 |
| SILICON DREAMS | 6.95 |
| FISH | 6.95 |
| THE PRESIDENT IS MISSING | 4.99 |
| TIME & MAGIC | 7.95 |
| GOLD RUSH | 9.99 |
| POWERPLAY | 5.99 |
| CONFLICT IN EUROPE | 8.95 |
| THUNDERBIRDS | 4.99 |
| NAVY MOVES | 5.95 |
| ROCKET RANGER | 8.95 |
| SEVEN GATES OF JAMBALA | 7.95 |
| HUSTLER POOL GAME | 4.99 |
| PACLAND | 6.99 |
| IK+ | 6.95 |
| BOUNCE OUT | 4.99 |
| HUNTER KILLER | 4.99 |
| 1943 | 6.99 |
| SARGON III CHESS | 9.99 |
| NIGHT HUNTER | 7.99 |
| COSMIC PIRATE | 6.99 |
| WARP | 5.99 |
| TREASURE ISLAND DIZZY | 4.99 |
| BMX SIMULATOR | 4.99 |
| EYE OF HORUS | 8.99 |

| | |
|---|---|
| SPEEDBALL | 7.95 |
| SOLDIER 2000 | 9.99 |
| CHAMBERS OF SHOALIN | 14.99 |
| TIME SCANNER | 5.99 |
| BATMAN THE CAPED CRUSADER | 7.99 |
| CHARIOTS OF WRATH | 5.99 |
| LAST DUEL | 6.99 |
| ARCHIPELEGOS | 8.99 |
| STEVE DAVIES SNOOKER | 7.99 |
| INDIANA JONES TEMPLE OF DOOM | 6.99 |
| WIZBALL | 7.99 |
| GALAXY FORCE | 5.99 |
| STARGLIDER 2 | 7.99 |
| MENACE | 8.99 |
| CAPTAIN FIZZ | 6.99 |
| BAAL | 7.99 |
| TERRYS BIG ADVENTURE | 5.99 |
| ROLLER COASTER RUMBLER | 6.95 |
| ORBITER | 7.99 |
| CERTIFICATE MAKER | 8.99 |
| ST WORD PLUS | 34.95 |
| PACMANIA | 7.95 |
| THUNDERBIRDS | 6.95 |
| 500 CC GRAND PRIX | 5.95 |
| BOMBUZAL | 5.95 |
| PANDORA | 5.95 |
| BATTLESHIPS | 5.95 |
| DEFLEKTOR | 4.95 |
| GARY LINEKARS | 5.95 |
| WIZBALL | 7.95 |
| ALTERED BEAST | 7.95 |
| SUPER WONDER BOY | 8.95 |
| DYNAMITE DUX | 8.95 |
| FIGHTING SOCCA | 8.95 |
| GRAND PRIX MASTER | 5.95 |
| BUFFALO BILLS RODEO GAMES | 7.95 |
| STRYX | 8.95 |
| NEVER MIND | 7.95 |
| BLOOD MONEY | 9.95 |
| TRIAD VOL 2 Tetris, Baal, Menace | 11.95 |

## COMMODORE 64 DISCS

| | |
|---|---|
| MYTH | 4.99 |
| VENOM STRIKES BACK | 3.99 |
| FOXX FIGHTS BACK | 3.99 |
| FLYING SHARK | 3.99 |
| EXOLON | 3.99 |
| NETHERWORLD | 3.99 |
| SOKO BAN | 4.99 |
| INTRIGUE | 4.99 |
| THE PRESIDENT IS MISSING | 3.99 |
| DEF CON 5 | 3.99 |
| PEGASUS BRIDGE | 3.99 |
| ENLIGHTENMENT, DRUID II | 2.99 |
| ARTURA | 3.99 |
| HERCULES SLAYER OF THE DAMNED | 3.99 |
| MUNCHER | 2.99 |
| MICKEY MOUSE | 4.99 |
| NORTH STAR | 3.99 |
| SUPER SCRAMBLESIMULATOR | 4.99 |
| GARY LINEKARS SUPERSKILLS | 3.99 |
| LA CRACKDOWN | 5.99 |
| BLASTEROIDS | 3.99 |
| MANIFRAME | 3.99 |
| DE JA-VU | 4.99 |
| STREET SPORTS SOCCER | 3.99 |
| ACE 2088 | 3.99 |
| SDI | 3.99 |
| FLINTSTONES | 3.99 |
| APACHE STRIKE | 5.99 |
| WICKED | 3.99 |
| ADICTABALL | 3.99 |
| AFTERBURNER | 3.99 |
| RUNNING MAN | 4.99 |
| FIGHTING SOCCER | 4.99 |

| | |
|---|---|
| ALTERED BEAST | 4.99 |
| TUSKER | 4.99 |
| SUPER WONDER BOY | 4.99 |
| DYNAMITE DUX | 4.99 |
| PACLAND | 3.99 |
| IKARI WARRIORS | 3.99 |
| FIREZONE | 4.99 |
| NAVY SEAL | 4.99 |
| TIME SCANNER | 3.99 |
| THUNDER BIRDS | 4.99 |
| STARCROSS | 2.99 |
| SUSPENDED | 2.99 |
| DEADLINE | 2.99 |
| TOP FUEL CHALLENGE | 2.99 |
| SUPERSPRINT | 2.99 |
| BASKETBALL | 2.99 |
| THREE STOOGES | 3.99 |
| ALIENS | 2.99 |
| INTERNATIONAL KARATE | 2.99 |
| ROY OF THE ROVERS | 2.99 |
| MURDER BY THE DOZEN | 4.99 |

## UTILITIES - DISC

| | |
|---|---|
| DAVID CRANES GAME MAKER | 5.99 |
| PROGRAMERS TOOL BOX | 4.99 |
| GRAPHIC ADVENTURE CREATOR | 5.99 |
| CALCKIT | 4.99 |
| MICROSCRIPT 128 | 9.95 |
| MICROCLERK | 9.95 |
| EASY STOCK | 9.95 |
| SIMONS BASIC (ROM) & EXTENSION (DISC) | 14.95 |
| CERTIFICATE MAKER | 8.99 |
| SOUND STUDIO HOME REC STUDIO | 2.99 |
| MACRO ASSEMBLER DEVELOPER | 9.99 |
| LOGO | 9.95 |
| PAZZAZ | 2.99 |
| PERSONAL MONEY MANAGER | 4.99 |
| SWIFT SPREADSHEET | 9.95 |
| GEOS INC GEO WRIT WORD PROCESSOR | 9.95 |

## COMPILATIONS

COMPUTER CLASSICS 5.99
Zynaps, Cauldron II, Dynamite Dan, Aliens, Into the Eagles Nest.

KARATE ACE 5.99
Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger,Samurai Trilogy, Uchi Mata, Way of the Tiger.

PUB GAMES 3.99
Darts, Skittles, Bar Billiards, Dominos, Pontoon, Poker, TableFootball.

PACK OF ACES 4.99
International Karate, Boulderdash, Who Dares Wins II, Nexus.

DURREL BIG 4 3.99
Sabatour, Thanatos, Deepstrike, Sigma 7.

## AMSTRAD CPC

| | |
|---|---|
| INGRIDS BACK | 2.99 |
| DUNGEON ADVENTURE | 2.99 |
| ADVENTURE QUEST | 2.99 |
| THUNDERBLADE | 3.99 |
| GRAND PRIX MASTER | 2.99 |
| PETER BEARDSLEYS | 3.99 |
| SPY VS SPY TRILOGY | 4.99 |
| TIGER ROAD | 3.99 |
| SAMANTHA FOX STRIP POKER | 2.99 |
| ESPIONAGE | 2.95 |

| | |
|---|---|
| GNOME RANGER | 2.99 |
| TIME SCANNER | 3.99 |
| PRICE OF MAGIC | 2.99 |
| FIGHTING SOCCER | 3.99 |
| DYNAMITE DUX | 3.99 |
| POWER DRIFT | 3.99 |
| R TYPE | 2.99 |
| NAVY MOVES | 2.99 |
| TUSKER | 3.99 |
| ALTERED BEAST | 3.99 |
| SAINT & GREAVSIE | 3.99 |
| PACLAND | 3.99 |
| SCRABBLE | 7.99 |
| CLUEDO | 7.99 |
| MONOPOLY | 7.99 |
| AFTERBURNER | 2.99 |
| BOULDERDASH CONST KIT | 2.99 |
| GALAXY FORCE | 3.99 |
| SUPER WONDER BOY | 3.99 |

## AMSTRAD COMPILATIONS

ARCADE FORCE FOUR 6.95
Gauntlet, Metrocross, Road Runner, Indiana Jones.

SPACE ACE 4.99
Venom Strikes Back, Xevious, Cybernoid, Northstar, Zynaps,Trantor, Exolon.

10 MEGA GAMES VOL 1 6.99
North Star, Cybernoid, Deflector, Triaxos, Blood Brothers, Mask 2, Tour De Force, Hercules Slayer of Damned, Masters of theUniverse, Blood Valley.

FLIGHT ACE 6.99
Airtraffic Control, Ace, Spitfire 40, Strike Force Harrier,Tommahawk, ATF.

10 GREAT GAMES 3 6.99
10th Frame, Firelord, Rana Rama, Fighter Pilot, Leaderboard,Rocco, Survivor, Impossaball, Dragon Torc, City Slicker.

SILICON DREAMS 6.99
Snowball, Return to Eden, The Worm in Paradise.

GRAND PRIX SELECTION 3.99
Super Sprint, Championship Sprint, Super Hang On.

COMMAND PERFORMANCE 4.99
Mercenary, Trantor, Xeno, Hardball, Bobsleigh, 10th Frame,Leviathon, Cholo, Armagedon Man, Shackled.

## CPC DISCS

| | |
|---|---|
| LAST DUEL | 6.99 |
| THUNDER BLADE | 6.99 |
| TUSKER | 6.99 |
| QUARTET (War Zone, Ghouls, Gauntlet, Moon Buggy) | 4.99 |
| FIGHTING SOCCER | 6.99 |
| DARK FUSION | 5.99 |
| MICKEY MOUSE | 6.99 |
| R TYPE | 6.99 |
| FERNANDEZ MUST DIE | 6.99 |
| REX | 6.99 |
| AFTERBURNER | 6.99 |

**PRINTERS COMPUTERS SOFTWARE CABLES LEADS MONITORS DISCS BOXES MICE PAPER DUSTCOVERS MONITOR PLINTH JOYSTICKS INTERFACES LABELS CALCULATORS SOUND SAMPLERS MIDI INTERFACES DIGITISING SOFTWARE**

WHERE TO BUY: EITHER AT

19 THE BROADWAY
THE BOURNE
SOUTHGATE
LONDON
N14 6PH

UNIT 6
MIDGATE
PETERBOROUGH
CAMBS
PE1 1TN

5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF

MAIL ORDER TO:
5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF
Tel: 0992 640050

**POSTAGE AND PACKING: 1-3 ITEMS 75P, 4 OR MORE £1.00**

**Ever had that claustrophobic feeling? Do you also get the feeling that something's following you? Something that keeps changing shape, perhaps? Sounds like you've been playing Readysoft's Escape From Singe's Castle. Be trapped no more, as TGM reader Paul Hardy (with invaluable help from his little sister) reveals the quest for...**




# THE GREAT

**As you may have already discovered, Don Bluth's recent game Space Ace is very simple in its construction — not so with the 16-bit versions of Escape From Singe's Castle. The second in the series (Dragon's Lair came first, then Escape — there have been Software Projects' Spectrum, Amstrad and C64 versions out for years — and finally the wearisome Space Ace) prevents learning by rote with an obviously simple (but not previously implemented by Bluth) disorientation method. The screens are basically the same but sometimes a door may appear on the left, sometimes on the right.**

**In the following tips, to help you counter this problem, the position of the exit in relation to the rest of the room is parenthesised. Therefore, if it says the door's on the left and tells you to run right and you find yourself in the room with the door on the right, run left.**

### THE TILT ROOM
**(doorway on the left)**

When the room begins to shake, pull **down**. Immediately Dirk lands and the tiles start to fall away, push **forward**. Then **forward** again so that he doesn't fall. Once Dirk has leapt clear, push **left** towards the door.

### THE CRUMBLING WALKWAY

Wait until Dirk plants both feet firmly on the walkway, then push **forward**. Push **forward** again when he's landed. **Repeat** this for all **four** screens.

### THE SMITHE

When the sword begins to glow press **fire**. Then, when the sword flies towards Dirk, press **fire** again to knock it aside. To avoid the anvil, move Dirk to the nearest **side** of the screen.

### THE LIZARD KING

When Dirk's sword is stolen **follow** it. Move in the **same direction** when the Lizard King advances. When the screen changes push **forward** and watch which direction the sword moves at the T junction. Move in the **same direction**. When the screen changes again press **fire** to grab the sword and **fire** again when the Lizard King appears. Make your next **two moves towards** the Lizard King. When Dirk's sword becomes stuck pull **down**. While he's rolling out of the way press **fire** to slay the Lizard King.

### THE DOOR KNOCKER
**(doorway on left)**

As soon as the door knocker starts to glow push **right**. When Dirk has landed press **fire**, then **again** when he has drawn his sword.

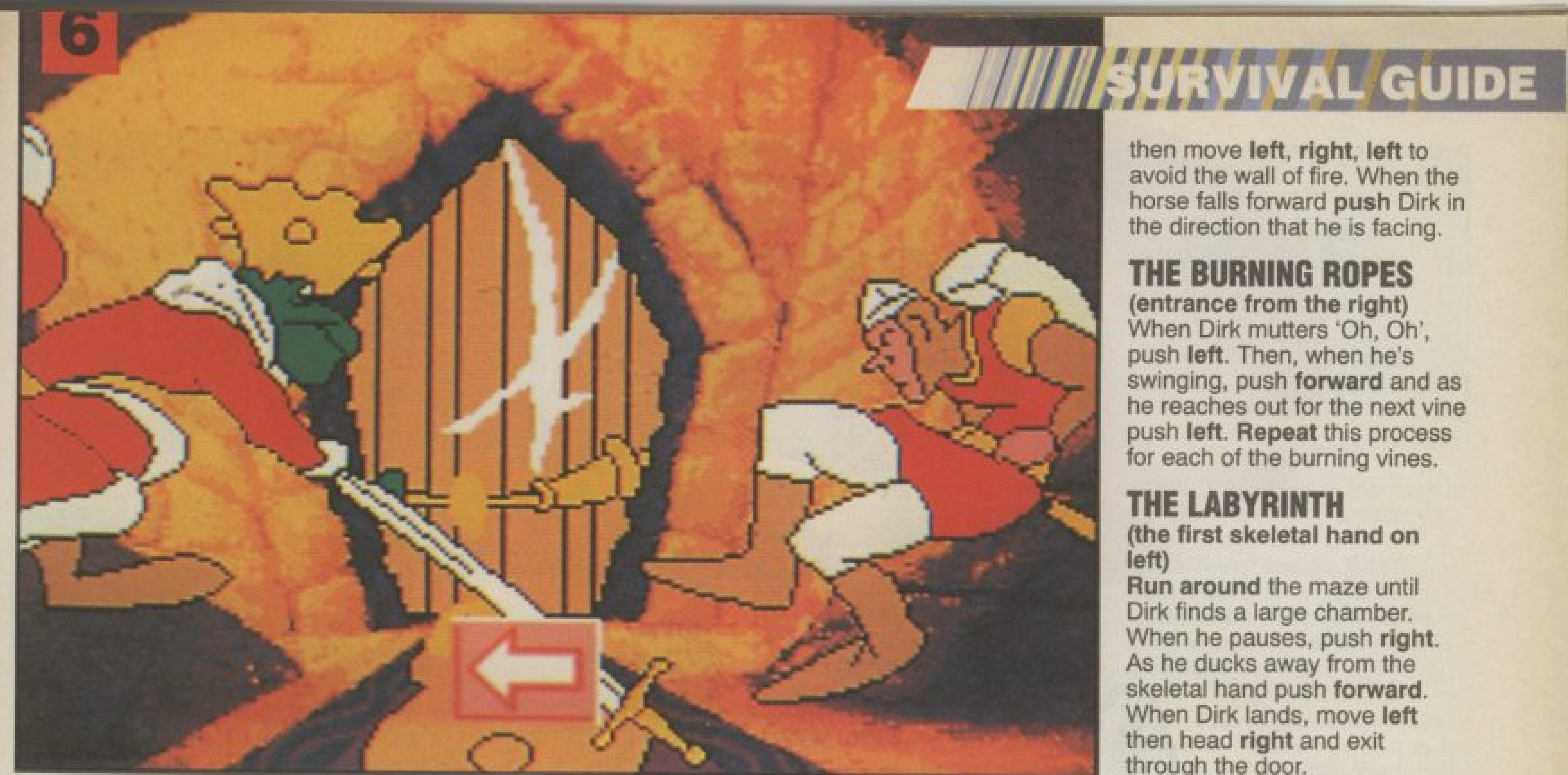











# ESCAPE

### THE GOONS
**(stairway on right)**
As soon as Dirk emerges from the trap door push **right**. Wait for a Goon to appear, **kill** it and move **right**. When Dirk begins to mount the stairs push **forward** and go **left** at the top.

### THE MUDMEN
When Dirk walks forwards, pull **down**. Wait until the scene changes, push **forward** and move away from the river. Push **forward** when the scene changes and then move either **left or right** onto the bridge.

When he's near the end of the bridge pull **down**. Now move either **left or right** to enter the cave.

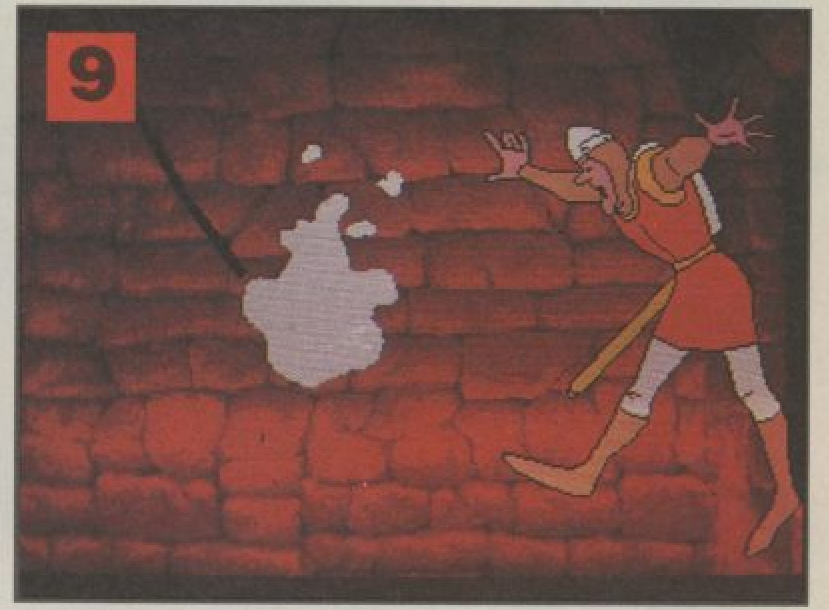
### THE HORSE
**(fire on right)**
Wait until the horse has moved, then move **left**, **right**, **left** to avoid the wall of fire. When the horse falls forward **push** Dirk in the direction that he is facing.

### THE BURNING ROPES
**(entrance from the right)**
When Dirk mutters 'Oh, Oh', push **left**. Then, when he's swinging, push **forward** and as he reaches out for the next vine push **left**. **Repeat** this process for each of the burning vines.

### THE LABYRINTH
**(the first skeletal hand on left)**
**Run around** the maze until Dirk finds a large chamber. When he pauses, push **right**. As he ducks away from the skeletal hand push **forward**. When Dirk lands, move **left** then head **right** and exit through the door.

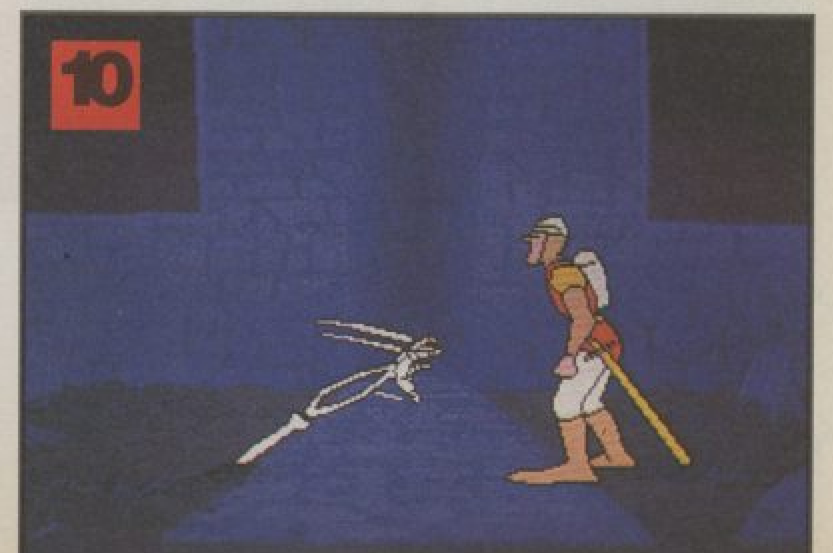
### THE SHAPESHIFTER'S CRYPT
**(the crook of the staff on right)**
As soon as the Shapeshifter appears move **left**, away from the crook of the staff. When the lightning strikes, push **right**. The screen will now flip. Move **right**, then **up** quickly. As soon as Dirk lands on the stairs move **left** towards the hole then **up**. At the top of the stairs pull **down**, then move **upward** to the Shapeshifter. As Dirk moves towards the Shapeshifter press **fire**, then **fire** again as he swings the sword.











# OUR MAN IN Japan

**Shintaro Kanaoya catches up with the fast moving world of the Japanese console market. Who, where, when, what and why? Our little yellow friend tells all..**




Neo-Geo. Who is it? What is it? Where is it? Well, it's the latest thing to come from the Orient. It was launched on April 26 over here and looks set to give all the other consoles a well-deserved run for their money. Well, actually, it's not quite as simple as that. You see, there appear to be two versions. SNK, the producers, launched an arcade version of the home console just ten days earlier. SNK, to those who aren't familiar with the name, are one of the top arcade producers in the world today. They have created such coin-op classics as Ikari Warriors and Time Soldiers. Their home version came out for a whopping 58000 yen (around £240); more than even the PC Engine Super Grafx. Still, it should be released in the UK in late summer, around the same time the Super Famicon is launched in Japan. I wonder which will succeed.

On to software for the PC Engine. In July you can expect another CD-ROM RPG






# STOP PRESS! NEO-GEO NEWS

**News just in confirms that the Neo-Geo console will be coming to our shores very soon. The console is being imported by DeGale Marketing of Tottenham Court Road, London. TGM will bring you a full report on the machine as soon as it's available.**

called *Last Armageddon*. It features a naked woman with red hair, red wings and no nipples (obviously ran out of sprites). Also a skeleton, a minotaur, a stone golem and weird blue creatures. Ah well, there could be some promising aspects to this RPG after all.

Ninjas. There aren't any. None. They're all dead. (Chuck Norris in NOT a ninja.) Yet, games players seem to be obsessed with them. There are probably no four-headed butterflies or gun-toting dustbins or good Australian pop singers but no-one's obsessed with them (anyone obsessed with Australian singers has to be a nobody). So why all the fascination with ninjas. Take *Ninja Spirit* for example. Totally unoriginal, totally predictable, totally unreal... it should be a huge success.

Belaborman is the subject of the latest game of the same name. He's this guy who wears really large white boots. Along with his big head and muscular arms he can punch, butt and kick various creatures that come his way. It's really colourful and is released in July at £45 from Namcot. You'd be a maniac not to miss it, right?

Which leads me nicely on to *Maniac Wrestling*. Coming out on May 25, it's the second wrestling game on the Engine, following on from *Fire Pro-wrestling*. However, *Maniac Wrestling* is mite different from the previous all-action extravaganza. You train the character at the start for basic skills like speed, strength, stamina, acting ability (just kidding) and then move the character around the ring. On contact with your opponent, a menu pops up with a choice of moves. Execute the correct one, to either counter or attack your opponent, and you'll see the move carried out in full gore-o-colour right before your eyes. The graphics are incredible, and add tons of atmosphere. This promises to be much better than all those that have gone before. For a start, it's Japanese.

And talking of great Japanese pastimes: baseball. We're already into this year's season, so the games are starting to flood in again. One of the first that I've noticed is *This Is Pro Baseball 90*. It uses the real names of people and clubs, which makes a change from most which wimp out. Apart from the realism of the character stats, there's nothing much new. After 20 or so baseball games, how many new variations can you come up with?

*Shanghai* has received a revamp and is being launched as *Mah Jong 2*. Very little has changed, just a few new layouts and a continue option, which is strange as they're launching it on CD-ROM for £25! Take my advice and buy the much cheaper original.

Sequels galore. Well, two at least. The first is the follow-up to *Varis II*, not surprisingly called *Varis III*. Yawn. The other is the next in the Harry series (remember *Harry in the Sky*?), which takes *Harry on the Road*. Next, *Harry on a Boat*...

Nintendo *Batman*'s been released, with the PC Engine and Sega versions to follow soon. The graphics look great, and much larger than any of the Ocean versions. In fact, if you're lucky there may be some pictures scattered around this page.

Guess what? There's a follow-up to *Rastan Saga* being lined up. *Rastan Saga II* (so much for original titles) looks really impressive and is ready for release in July. Also, keep your eyes open for *Far East of Eden II*, the sequel to the amazing RPG that I mentioned six months back — and I still haven't completed!

Also ready for a July release is *Special Criminal Investigations*, the further adventures of Tony Gibson and Raymond Brody from the racing pursuit game *Chase HQ*. Check out the arcade game, too. It's great. And doesn't *Lode Runner Lost Labyrinth* look like a great improvement over the previous *Lode Runners*?

On the hardware side, the PC Engine looks like it will finally be getting an analogue joystick. The concept is great but the blessed things never took off six years ago when they came out for computer. At around £60 it looks like this one will be joining them. Still, I've been proved wrong before... Sayonara.





# SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Access

**Call us on: 24 Hour Credit Card Hotline 0902 25304**

VISA

## ATARI ST & AMIGA GAMES

| | ST | AMIGA |
|---|---|---|
| A.M.C | N/A | 16.99 |
| A.P.B. | 13.99 | 13.99 |
| AIRBALL | 3.99 | 3.99 |
| AFTER THE WAR | 13.99 | 13.99 |
| ALIEN SYNDROME | 6.99 | 6.99 |
| ANT HEADS (CAME FROM THE DESSERT ADD-ON) | N/A | 9.99 |
| ARCHON COLLECTION | N/A | 6.99 |
| BALANCE OF POWER 1990 | 16.99 | 16.99 |
| BARBARIAN (PALACE) | 6.99 | 6.99 |
| BARBRARIAN (PSYGNOSIS) | 6.99 | 6.99 |
| BARBARIAN 2 (PALACE) | 16.99 | 16.99 |
| BATMAN THE MOVIE | 13.99 | 16.99 |
| BATTLE CHESS | 16.99 | 16.99 |
| BATTLE OF AUSTERLITZ | 16.99 | 16.99 |
| BATTLE SHIPS | 6.99 | 6.99 |
| BIONIC COMMANDO | 6.99 | 6.99 |
| BLACK TIGER | 13.99 | 16.99 |
| BLADE WARRIOR | 16.99 | 16.99 |
| BLOODWYCH | 16.99 | 16.99 |
| BLOODWYCH DATA DISC | 9.99 | 9.99 |
| BOMBER | 19.99 | 19.99 |
| BRIDGE PLAYER 2150 | 19.99 | 19.99 |
| CAPTAIN BLOOD | 6.99 | 6.99 |
| CARRIER COMMAND | 16.99 | 16.99 |
| CASTLE MASTER | 16.99 | 16.99 |
| CENTREFOLD SQUARES | 13.99 | 13.99 |
| CHAOS STRIKES BACK | 16.99 | N/A |
| CHASE H.Q | 13.99 | 16.99 |
| CHESS PLAYER 2150 | 16.99 | 16.99 |
| CHRONOQUEST 2 | 19.99 | N/A |
| CLOUD KINGDOMS | 16.99 | 16.99 |
| COMMANDO | 13.99 | 13.99 |
| CONFLICTS EUROPE | 16.99 | 16.99 |
| CONQUEROR | 16.99 | 16.99 |
| CONTINENTAL CIRCUS | 13.99 | 13.99 |
| CRACKDOWN | 16.99 | 16.99 |
| CYBERBALL | 13.99 | 13.99 |
| CYCLES | N/A | 16.99 |
| DAILY DOUBLE HORSE RACING | 13.99 | 13.99 |
| DAMOCLES | 16.99 | 16.99 |
| DEFENDERS OF THE EARTH | N/A | 13.99 |
| DELUXE STRIP POKER | 13.99 | 13.99 |
| DEMON'S WINTER | 16.99 | 16.99 |
| DOUBLE DRAGON 2 | 13.99 | 13.99 |
| DRAGONS BREATH | 19.99 | 19.99 |
| DRAKKHEN | 19.99 | 19.99 |
| DUNGEON MASTER | 16.99 | 16.99 |
| DUNGEON MASTER EDITOR | 6.99 | 6.99 |
| DYNAMIC DEBUGGER | 16.99 | 16.99 |
| DYNAMITE DUX | 16.99 | 16.99 |
| ELITE | 16.99 | 16.99 |
| E-MOTION | 13.99 | 16.99 |
| ELECTRONIC POOL | 3.99 | 3.99 |
| EMPIRE STRIKES BACK | 2.99 | 2.99 |
| ESCAPE FROM SINGE'S CASTLE | N/A | 29.99 |
| F16 COMBAT PILOT | 16.99 | 16.99 |
| F29 RETALIATOR | 16.99 | 16.99 |
| FALCON | 16.99 | 19.99 |
| FALCON MISSION DISC | 13.99 | 13.99 |
| FAST LANE | 13.99 | 13.99 |
| FERRARI FORMULA | 16.99 | 16.99 |
| FIENDISH FREDDY'S BIG TOP OF FUN | 16.99 | 16.99 |
| FIGHTING SOCCER | 16.99 | 16.99 |
| FIRE BRIGADE (I MEG) | 19.99 | 19.99 |
| FOOTBALL DIRECTOR 2 | 13.99 | 13.99 |
| FOOTBALLER OF THE YEAR 2 | 13.99 | 13.99 |
| FOOTBALL MANAGER 2 EXPANSION KIT | 13.99 | 13.99 |
| FULL METAL PLANET | 16.99 | 16.99 |
| FUTURE WARS | 16.99 | 16.99 |
| GARRISON 1 OR 2 | 6.99 | 6.99 |
| GAUNTLET 2 | 6.99 | 6.99 |
| GHOULS AND GHOSTS | 16.99 | 16.99 |
| GHOSTBUSTERS 2 | 16.99 | 16.99 |
| GIN AND CRIBBAGE | N/A | 19.99 |
| GOLDRUNNER 1 OR 2 | 3.99 | 3.99 |
| GRAVITY | 16.99 | 16.99 |
| GUNSHIP | 16.99 | 16.99 |
| HAMMERFIST | 16.99 | 16.99 |
| HARD DRIVIN' | 16.99 | 16.99 |
| HEAVY METAL | 13.99 | 16.99 |
| HILLSFAR | 16.99 | 16.99 |
| HOLLYWOOD POKER PRO | 6.99 | 6.99 |
| HONDA RVF 750 | 16.99 | 16.99 |
| HORSE RACING | N/A | 16.99 |
| HOT ROD | 16.99 | 16.99 |
| HOUND OF SHADOW | 16.99 | 16.99 |
| IMPOSSAMOLE | 16.99 | 16.99 |
| INDIANA JONES LAST CRUSADE | 13.99 | 16.99 |
| INDIANA JONES THE ADVENTURE | 16.99 | 16.99 |
| IT CAME FROM THE DESERT (1 MEG ONLY) | N/A | 19.99 |
| INFESTATION | 16.99 | 16.99 |
| INTERNATIONAL SOCCER | 3.99 | 3.99 |
| IVANHOE | 13.99 | 16.99 |
| JACK NICKLAUS GOLF | 16.99 | 16.99 |
| JOAN OF ARC | 6.99 | 6.99 |
| JUMPING JACKSONS | 13.99 | 13.99 |
| KARATE KID 2 | 3.99 | 3.99 |
| KENNY DALGLISH SOCCER MATCH | 13.99 | 13.99 |
| KICK OFF | 13.99 | 13.99 |
| KICK OFF EXTRA TIME | 6.99 | 6.99 |
| KID GLOVES | 16.99 | 16.99 |
| KNIGHTFORCE | 16.99 | 16.99 |
| LAZER SQUAD | 13.99 | 13.99 |
| LEATHER NECK | 3.99 | 3.99 |
| LEISURESUIT LARRY | 16.99 | 16.99 |
| LEISURESUIT LARRY LOOK FOR LOVE | 19.99 | N/A |
| LOMBARD RAC RALLY | 16.99 | 16.99 |
| LORDS OF THE RISING SUN | N/A | 19.99 |
| THE LOST PATROL | 13.99 | 16.99 |
| MAJOR MOTION | 3.99 | 3.99 |
| MAN. UTD. | 13.99 | 16.99 |
| MANIC MINER | 6.99 | 6.99 |
| MARBLE MADNESS | 6.99 | 6.99 |
| MICROPROSE SOCCER | 16.99 | 16.99 |
| MIDWINTER | 16.99 | 16.99 |
| MUSCLE CARS (TEST DRIVE 2 ADD-ON) | N/A | 8.50 |
| NINJA SPIIRT | 13.99 | 16.99 |
| NEW ZEALAND STORY | 13.99 | 16.99 |
| NORTH AND SOUTH | 16.99 | 16.99 |
| OPERATION THUNDERBOLT | 16.99 | 16.99 |
| OUTRUN | 6.99 | 6.99 |
| PAPERBOY | 13.99 | 13.99 |
| PAUL GASGOINE SUPER SOCCER | 16.99 | 16.99 |
| PLAYER MANAGER | 13.99 | 13.99 |
| POPULOUS | 16.99 | 16.99 |
| POPULOUS NEW WORLD | 6.99 | 6.99 |
| POWERDRIFT | 16.99 | 16.99 |
| PRO TENNIS TOUR | 16.99 | 16.99 |
| RAINBOW ISLAND | 13.99 | 16.99 |
| RENAISSANCE | 13.99 | 13.99 |
| RETURN OF THE JEDI | 2.99 | 2.99 |
| RICK DANGEROUS | 16.99 | 16.99 |
| RISK | 13.99 | 13.99 |
| ROBOCOP | 13.99 | 16.99 |
| ROCKET RANGER | 16.99 | 19.99 |
| RUNNING MAN | 16.99 | 16.99 |
| S.A.S COMBAT | 4.99 | 4.99 |
| SCREAMING WINGS | 4.99 | 4.99 |
| SHERMAN M4 | 16.99 | 16.99 |
| SHINOBI | 13.99 | 13.99 |
| SHOOT 'EM UP CONSTRUCTION KIT | 19.99 | 19.99 |
| SIM CITY | N/A | 19.99 |
| SIM CITY EDITOR | N/A | 9.99 |
| SPACE ACE | 29.99 | 29.99 |
| SPACE HARRIER 2 | 13.99 | 16.99 |
| SPACE QUEST 3 | N/A | 16.99 |
| STARGLIDER 2 | 9.99 | 9.99 |
| STARWARS TRILOGY | 16.99 | 16.99 |
| STRIDER | 13.99 | 13.99 |
| STUNT CAR | 16.99 | 16.99 |
| SUPER CARS (GREMLIN) | 13.99 | 13.99 |
| SUPER LEAGUE SOCCER | 16.99 | 16.99 |
| SUPER WONDER BOY | 16.99 | 16.99 |
| T.V SPORTS BASKETBALL | N/A | 16.99 |
| T.V SPORTS FOOTBALL | 16.99 | 19.99 |
| TANGLEWOOD | 3.99 | 3.99 |
| TEST DRIVE 2 | N/A | 16.99 |
| TIMES OF LORE | 16.99 | 16.99 |
| TOWER OF BABEL | 16.99 | 16.99 |
| TRACKSUIT MANAGERQ | 13.99 | 13.99 |
| TREASURE ISLAND DIZZY | 4.99 | 4.99 |
| ULTIMA 5 | 19.99 | N/A |
| U.M.S | 16.99 | 16.99 |
| THE UNTOUCHABLES | 13.99 | 16.99 |
| VINDICATORS | 4.99 | 4.99 |
| VULCAN | 13.99 | 13.99 |
| WAR IN MIDDLE EARTH | 13.99 | 13.99 |
| WAYNE GRETZKY HOCKEY | 16.99 | 16.99 |
| WATERLOO | N/A | 16.99 |
| WIPE OUT | N/A | 16.99 |
| WORLD BOXING MANAGER | 13.99 | 13.99 |
| WORLD CLASS LEADERBOARD | 6.99 | 6.99 |
| X-OUT | 13.99 | 13.99 |
| XENOMORPH | 16.99 | 16.99 |
| XENON 2 MEGABLAST | 16.99 | 16.99 |
| XENOPHOBE | 16.99 | 16.99 |

## SIXTEEN BIT COMPILATIONS

**MAGNUM FOUR**
OPERATION WOLF, AFTERBURNER, DOUBLE DRAGON, BATMAN THE CAPED CRUSADER
ST & AMIGA £19.99

**THRILLTIME PLATIGNUM VOL 2**
IKARI WARRIORS, BUGGY BOY, BOMBJACK, SPACE HARRIER, LIVE AND LETDIE, THUNDERCATS, BEYOND THE ICE PALACE, BATTLESHIPS
ST & AMIGA £16.99

**LIGHTFORCE**
R-TYPE, IK+, VOYAGER, BATMAN THE CAPED CRUSADER
ST & AMIGA £16.99

**3.5 INCH DOUBLE SIDES, DOUBLE DENSITY WITH LABELS**

| | |
|---|---|
| 1 | 0.79 |
| 10 | 6.99 |
| 25 | 16.99 |

**WINNERS**
THUNDERBLADE, LED STORM, BLASTEROIDS, IMPOSSIBLE MISSION 2 ST & AMIGA £19.99

**EDITION 1**
DOUBLE DRAGON, XENON, GEMINI WINGS & SILKWORM
ST & AMIGA £16.99

**GIANTS**
GAUNTLET 2, ROLLING THUNDER, 1943, OUTRUN
ST & AMIGA £19.99

**THE STORY SO FAR VOL 1**
IKARI WARRIORS, BUGGY BOY, BEYOND THE ICE PALACE, BATTLESHIPS
ST £13.99 AMIGA £13.99

**THE STORY SO FAR VOL 3**
SPACE HARRIER, LIVE AND LET DIE, BOMBJACK, THUNDERCATS
ST £13.99 AMIGA £13.99

**PRECIOUS METAL**
CAPTAIN BLOOD, XENON, ARKANOID 2, (ST ONLY) SUPERHANG ON, (AMIGA ONLY) CRAZY CARS.
ST £16.99 AMIGA £16.99

**TRIAD VOL 3**
SPEEDBALL, BLOOD MONEY & ROCKET RANGER
ST & AMIGA £19.99

MOUSE MATS 2.99
MOUSE COVER 4.99
ST & AMIGA EXTENSION LEADS 5.99
AMIGA 1/2 MEG EXPANSION £59.99
AMIGA 1/2 MEG EXPANSION + DUNGEON MASTER £69.99
AMIGA 1/2 MEG + CLOCK + DUNGEON MASTER 79.99

## ORDER FORM AND INFORMATION

**All orders sent FIRST CLASS subject to availability. Just fillin the coupon and send it to:-Software City, Unit 4, BDC 21Temple Street, Wolverhampton, WV2 4AN.**

**ORDER FORM (Block Capitals)**

Name ..........................................................

Address ..........................................................

..........................................................

Postcode ........................ Tel No...... ........................

| Name of game | Computer | Value |
|---|---|---|
| | | |
| | Postage | |
| | TOTAL | |

**POSTAGE RATES - Please add 50p for post and packaging on allorders under £5. Overseas add £1.50 per item.**
**PAYING BY CHEQUE - Cheques payable to Software City**

Card Type ..........................Expiry Date ......................

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signature .............................. EUROPEAN ORDERS MASTER CARD EUROCARD ACCEPTED

Date ..............................

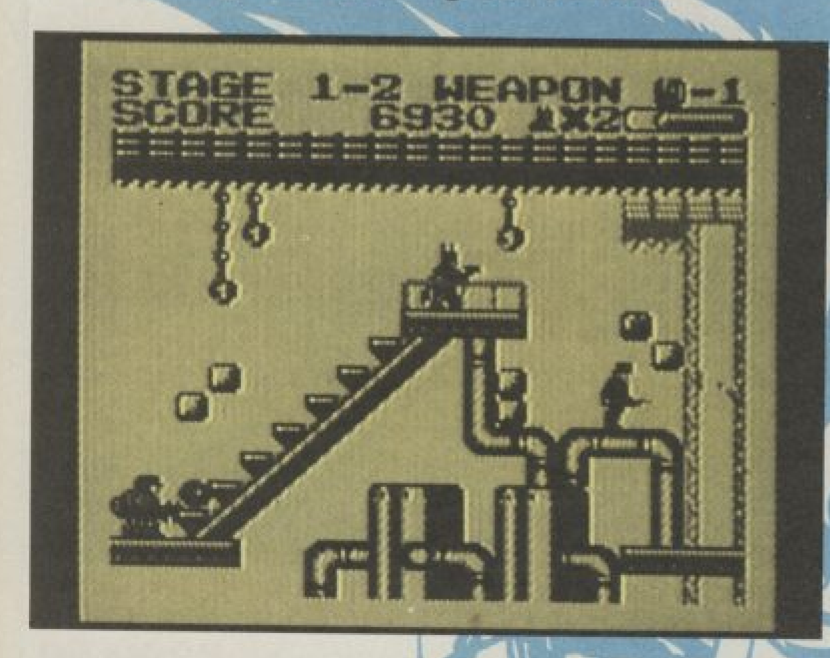
TGM JUNE

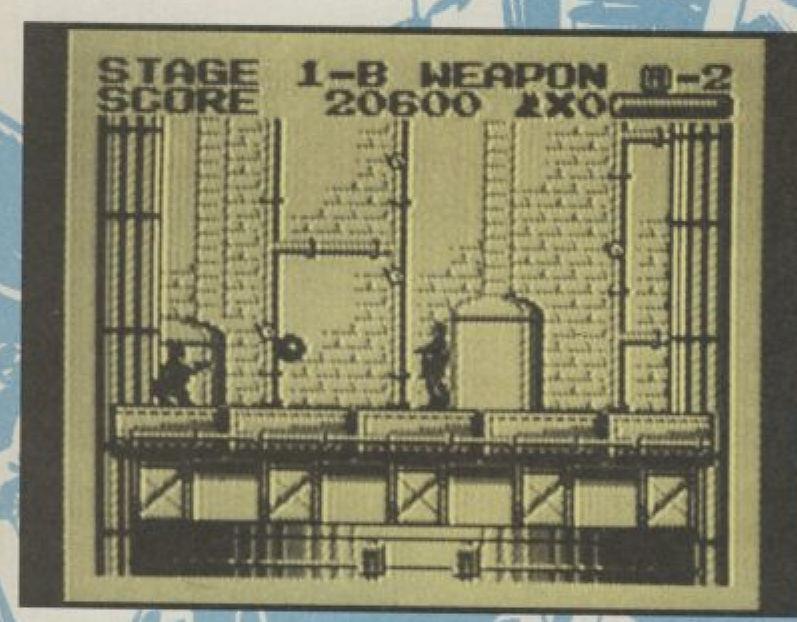
Access

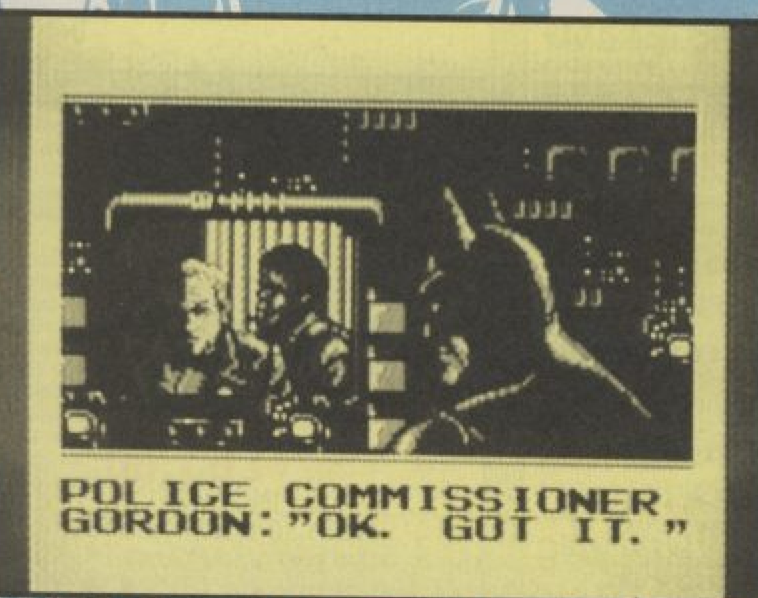
VISA

# BAT BOY

**As revealed before Christmas, Batman is to be released on every computer format known to man (almost). With that in mind, Marshal M Rosenthal takes a look at the Game Boy version to see how the Batman gets on in the green scene...**




It's going to be one of hits of the year. This game is so STUFFED, it puts many of the other Game Boy carts to shame.

## THE WEAPONS

No beating and bashing in Nintendo games, so Batman comes fully equipped with a whole array of weapons.
*MOVES* Batman can run, jump and duck. Ducking avoids bullets, while the height of jumps is controlled by the length of the button press.
*BATARANG* Automatically fires when enemy come within range.
*BATWINGS* Up to four batwings can be picked up. These very small Batman logos fly around Bat's head protecting him during hostile encounters. Eventually they will become corrupted and disintegrate. Faster, improved wings are available later on.
*Your bog-standard gun initially fires a puny amount of bullets for half the length of the screen. It cannot penetrate walls or barriers. However, this can soon be improved by picking up upgrades.*
*SHOT* Enables rapid fire over a short distance.
*WAVE* Looks a bit like a squiggle, but can go through barriers and travel the entire length of the screen.
*POWER* A very tough little gun.
*TRANQUILIZER* Flying like a sideways tornado across the screen, it can take out just about anything.
*SMOKE* The ultimate in Bat add-ons. Pick it up and every enemy onscreen is covered in (holy) smoke and disappears.
*GUNS* These small symbols change the speed of your gun. A normal gun will increase your present weapon, while its inverse will decrease your gun capabilities.

## BONUS ITEMS

*BATHEAD* Extra life.
*CIRCLES* Extra points.
*HEART* Extra strength in the life gauge.

## STAGE ONE

You start in Gotham City. Goons attack from all sides, so either avoid them by jumping on blocks or shoot them down. Progress brings you to the Axis Chemical Factory — and more goons. Further on you encounter towering girders, which must be climbed, and more goons! Finally, you enter the catwalk over the vats of chemicals, and take on the Joker (who's still Jack at this point). Take my advice, don't get too close and don't use the batarang (it takes too long to return).

## STAGE TWO

Jump over (or fall into!) holes, and dodge falling debris. Plus the usual assortment of goons, who now have fireball weapons. Reach the Fluggenheim Museum, and add mechanised machines rolling and firing at you.

## STAGE THREE

Jump into the batwing, firing missiles above the city. With plenty of opposition, of course.

## STAGE FOUR

Fight your way through the Gotham City Cathedral and onto the climactic battle with the Joker.
Some say Game Boy can't handle *tough* games — that the Boy's a wimp. *Batman* crunches that statement to the wall and smashes it into itty-bitty pieces. Find out for yourself when Batman becomes available in late May.

## DOUBLE TROUBLE

*Two new products for the Game Boy worth getting. Marshal M Rosenthal has the inside track from New York.*

*Solar Striker* has such a silly cliché *Galaxian* clone, with your spaceship placed at the bottom of the screen — fighting off a variety of enemies as they descend from above.

Secondly, there's *Golf*. Practice makes perfect here, as the program certainly ain't gonna help you! However, it does have very informative screens that show the green, plus choices of the club to use. Animated effects enhance the basic slowness of the game, and a power meter swings back and forth when it's time to hit that little white ball. Basically a competent little golf game that's bound to go down well with the Japs.

WE ARE PARTICIPATING IN THE COMMODORE UPGRADE OFFER AND WE AREGIVING AWAY 1 FREE MEGA BYTE. IF YOU HAVEN'T RECEIVED YOUR MAILSHOT OR REQUIRE OTHER DETAILS PLEASE CALL.

# YOUR AMIGA 500 IS WORTH OVER £800!!

When you part exchange it for a B2000 with an autoboot hard disk!

## Phone or call in to a Diamond store for details!

## DIAMOND CONFIGURED PACKS:

AT System
Amiga B2000
AT Bridgeboard
2090A 20 MB Autoboot HD
Colour Monitor

XT System
Amiga B2000
XT Bridgeboard
2090A 20MB Autoboot HD
Colour Monitor

Basic System
Amiga B2000
2090A 20MB Autoboot HD
Colour Monitor

Audio System
Amiga B2000 + 2090A
Colour Monitor
Music X & Midi Interface

Visual System
Amiga B2000 + 2090A
A2300 Genlock
Deluxe Video's

**Phone for our incredibly low prices on the above systems!**

**RENDALE 8802 GENLOCK**
£179 INC VAT

**FLICKER FIXER**
£259

**PRICE BREAKTHROUGH**
**A590 2MB POPULATED**
£499 INC VAT + DELIVERY

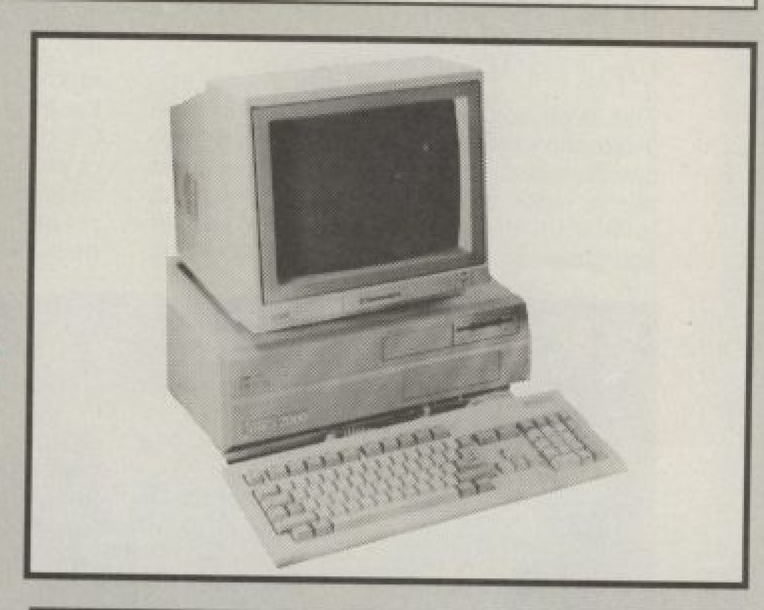
**VIDI AMIGA**
£99 INC VAT

**CAMERA**
£249 INC VAT

**VIDI + CAMERA**
£325 INC VAT

**CITIZEN SWIFT COLOUR 24 PIN PRINTER**
£295

**DIAMOND MULTISYNCH MONITOR**
£295



**47MB Autoboot, Fast File System Hard Disk for B2000 - only £39540MS £395 - 28MS £435 - 111 MB, 23MS £695**

## SUPERPIC

Genlock + Real Time Frame Grabber

**£489**

## HIGH QUALITY 3.5" BULK DISKS

| INC VAT | INC VAT |
|---|---|
| 10 | 7.99 |
| 25 | 13.00 |
| 50 | 25.00 |
| 100 | 48.00 |
| 200 | 94.00 |

Add £4.95 for 80 capacity box

## SOFTWARE CLUB

**For just £20 a year you can obtain 30% discounts on software!**
**Call with your credit card handy to obtain your free mouse mat!**

| | |
|---|---|
| Netherworld | £5.00 |
| Star Wars | £5.00 |
| Bombuzal | £5.00 |
| Clownomania | £5.00 |
| Saint & Greavsie | £5.00 |
| Table Tennis | £5.00 |
| Paperboy | £5.00 |
| Mike Reid's Pop Quiz | £5.00 |
| Baal | £5.00 |
| Menace | £5.00 |
| Bloodmoney | £5.00 |
| Amegas | £5.00 |
| The Art of Chess | £5.00 |
| Barbarian | £5.00 |
| Buggy Boy | £5.00 |
| Ikari Warriors | £5.00 |
| Insanity Fight | £5.00 |
| Mercenary | £5.00 |
| Terrorpods | £5.00 |
| Thunder Cats | £5.00 |

## PRINTERS

All printers in our range are dot matrix and include thefollowing features...
Standard centronics parallel port for direct connection to Amiga,PC's, ST, Archimedes etc. Tractor and friction paper feeds.

**PANASONIC KXP-1124**
24-PIN D.MATRIX PRINTER £199

**OKIMATE 20**
24-PIN COLOUR THERMAL DOT MATRIX PRINTER £159

**STAR LC-10 MONO**
Multiple font options from front panel, excellent paper handlingC64/128 version available. £125

**STAR LC-10 COLOUR**
Colour version of the popular LC-10, allowing the effect of fullcolour on screen dumps (requires colour printer drivingsoftware). C64/128 version available. £169

**STAR LC-24-10**
24 Pin version of the popular LC series with exceptional letterprint quality £199

**STAR XB 24-10**
24 PIN COLOUR PRINTER (INCLUDES COLOUR OPTION) £439

**CITIZEN SWIFT**
COLOUR 24 PIN PRINTER £295

**CITIZEN SWIFT**
MONO 24 PIN PRINTER £249

## MONITORS

**PHILIPS COLOUR VISION MONITOR**
£179

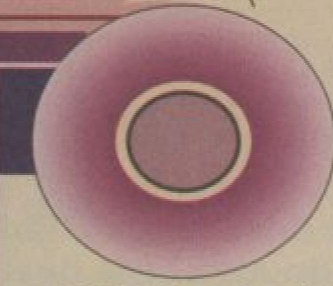
**PHILIPS 8833 (U.K) COLOUR MONITOR WITH STEREO SOUND**
ONLY £199

**DIAMOND MULTISYNCH MONITOR**
ONLY £295

**COMMODORE 1084/S MONITOR**
ONLY £199

**ALL PRICES EXCLUDE VAT. COURIER £5. NEXT DAY SERVICE £10.**

E & OE. All prices correct at time of going to press and aresubject to change without notice.



**Probably the most respected RPG on the market today has reached episode six, and is as close to ideal computer roleplaying as anyone has come. Yes, it's here Ultima VI — The False Prophet. As Paul Rigby goes into spasms over it, he discovers Ultima VII is just around the corner...**

*PC (also Amiga, ST, 64)*

# ULTIMA VI — THE FALSE PROPHET

*Origin/Mindscape*

The large box contains a whopping seven disks, the ubiquitous cloth map, a 48-page compendium, a six-page reference guide and a black orb of the moons gemstone. Roland LAPC-1, AdLib and Games Blaster soundboards are well supported. Looking through the credits you'll see the game has an all-star cast. Apart from the talented *Ultima* team, one of the writers is Todd *Knights of Legend* Porter, the Playbook writer is Greg *Windwalker* Malone and one of the co-programmers is Gary *Tangled Tales* Scott Smith!

Comparing *Ultima VI* with earlier *Ultima*s, a traditional occupation for reviewers of a new *Ultima*, is more difficult than usual. Previous *Ultima*s have a changing scale. That is, place your party icon over a town icon, press return and you zoom from the outdoor scale into the town-mode scale. With a third scale existing for combat. The unique aspect with *Ultima VI* is that the whole world is played at the town-mode scale! This also means that Origin have not had to re-write the *Ultima* code for each scale. The landscape is extremely detailed, far beyond the towns in *Ultima V*. So, although the total map surface is not much different, due to the detail the actual play area is 16 times bigger.

After you've seen the excellent introductory sequence (especially in VGA) you get to create your character. This is done in the time-honoured fashion of popping into the gypsy caravan and answering a series of problem questions. Your answers reflect how your character will be constructed.

Once into the game you'll see that the new interface is icon-driven. Don't be dismayed, though, this system doesn't make *Ultima VI* more simplistic. Actually, it is a necessary modification to successfully cope with the extra detail. Every object is 'live', if you can touch it, you can manipulate. I spent ages in the castle trying to use every object I could find, trying to find out how each one worked. Each object has its own weight, too, so inventory management is paramount.

Icons presented are: attack, cast, talk, look, get, drop, move, use, rest and begin/break combat. All the commands, familiar for their simplistic, repetitive nature in other games of this genre are incredibly intelligent, giving very comprehensive stats on, and management of, objects. And the icon system doesn't preclude typing in from the keyboard. Origin have used their excellent keyword system for interaction,




GOLDEN SCROLL

# THE ULTIMATE ULTIMA JUST GOT BETTER

**So you think that *Ultima VI* looks pretty good, eh? Paul Rigby, continuing the quest for ultimate FRP, chats to Richard Garriot about *Ultima VII***

'The *Ultima VII* technology digresses greatly from *Ultima VI*. Even though the visuals are devastating compared to *Ultima V*, *Ultima VI* is still created via tile graphics. Each image is a 16x16 pixel image put together to make a bigger world. *Ultima VI* is good enough so you can't really see that it's in tiles because it's virtually seamless. It looks very realistic, but it's not completely free-form. We're still restricted by the tiles as to how big, little or the shapes things could be. The *Ultima VII* technology, which is still top-view, has progressed from the internals being object-oriented to the actual graphics being object-oriented.'

The upshot of this new system will result in *Ultima VII* having tremendous freedom of design. The world will be more fluid and, hence, more realistic. In *Ultima VI*, when you walk your character over the map they take relatively big steps from tile to tile. The *Ultima VII* technology will eradicate that, giving you a smoother movement with finer detail.

As far the story of *Ultima VII* is concerned, I would expect to see a whole knew storyline, as the present Avatar series has now been concluded in a neat trilogy (*Ultimas III-VI*).

## GETTING THE RIGHT PERSPECTIVE

The *Ultima* series has reached a point whereby the 3-D dungeon area has almost become a separate game in itself. Partly because of the differing viewpoint and the difficulties of party management for large numbers in 3-D and partly because of the sheer size of both portions. Richard Garriot: 'When I see *Bard's Tale* and *Dungeon Master* I say to myself, 'If I had that kind of visual interface to use I would do a much different product with it.' So what we're doing now is splitting the dungeons off from *Ultima* and coming up with a whole new series of products, which are centred around the first-person perspective view.'

Another reason for splitting *Ultima* and its 3-D dungeon was the incompatibility with the new *Ultima* interface. Expect the whole-world type of simulation, not just a dungeon game. Probably with one, maybe two, characters. So you'll see towns, advanced interaction and detailed object movement. Not just the pull levers and push buttons of *Dungeon Master*. Incidentally, Richard does have a working title for the game he's calling it *The Dungeons of Ultima*. But don't expect the finished product until sometime in 1991.

## A WORLD APART

Will it never end? There is another *Ultima* product under development. Called, *The Worlds of Ultima* it is the title of a whole new series. I talked to Greg Malone, author of the *Moebius* series, about this one.

'It works off the story of *Ultima* in as much as there are Moonstones and Moongates that teleport you to other worlds. Lord British [Richard Garriot] himself introduces it and is, more or less, the overseer of the story. It takes you to totally different worlds — it's no longer in medieval Britannia worlds. The temporary working name of the first world is Valley of the Dinosaurs.'

So what's the storyline for this stage, Greg?

'Set way back in an Amazonian-type basin, a moonstone fell from the sky. It has set up a shield that has protected the area from the ravages of time, preserving all the creatures that have come into it. You are still an Avatar, but a modern day version. You are sent to investigate this disturbance in the valley which includes ancient, long lost civilisations. There's a twist to it, too.'

The game will be a classic *Ultima* look-down game using slightly enhanced *Ultima VI* technology. Expect a release sometime before Christmas 1990.

---

so words can be typed in to prompt NPCs (non-player characters) for more information.

Player characters are permanently displayed onscreen. Clicking on them brings up a *Dungeon Master*-type display showing what the character is carrying in his hands (sword, food, spellbook, etc) and on his body (armour, etc) and what his inventory is. It also shows what position he will adopt in combat.

Combat has been changed. Firstly, there is no combat zone; it's possible to just walk off a pathway and into a band of raging orcs. Each character holds a pre-determined position for future combat (lead, flank, etc). So when combat occurs, the party will quickly fall into position (though it can be changed in mid-combat). Each member of the party can fight under computer control (which speeds things up a bit) or you can individually command each person.

Spells are handled in a similar way to *Ultima V*. However, there's a greater choice of spells and the common spells have been moved and re-jigged.

The *Ultima VI* world is more highly developed than its predecessors. Origin describe it as an ecosystem. For example, each character is much more capable about referencing material about themselves. They know what their belongings are, they can tell you about their family and their business and what they know about the world.

*Ultima VI* is incredible. As the game was designed on a VGA PC, the graphics are impressive, which bodes well for the quality and speed of conversion to Amiga and ST. There's an enthralling plot, untold depth, a high level of character interaction with an intricately detailed and delicately balanced world that will take a long, long time to explore. *Ultima VI* is roleplaying at its most creative — witness the state of the art.

**RPG 98%**

*PC, C64*

# CHAMPIONS OF KRYNN

*SSI/US Gold*

Firstly, *Champions of Krynn* is not the sequel to *Curse of the Azure Bonds*, even though it utilises an enhanced engine from the Forgotten Realms series. *Krynn* is, in fact, the first in the Dragonlance series.

The basic storyline starts after the War of the Lance has finished. However, the dragon armies are planning revenge for that defeat. Their aim is to quash the forces of good with the help of the Dark Queen thus making her, and evil, total rulers of Krynn.

Improvements and changes to the Forgotten Realms series are as follows. Firstly, magic has been changed to operate under three moons (who represent gods). Good, neutral and evil. You'll need to choose carefully as each moon brings its own benefits due to the mage's power varying with the waxing and waning of the moons. That, along with the need to memorise and study spells, stops mages dominating the game. The gods also influence clerics who'll need to choose a god to receive specialised deity powers.

Combat, although important, has been re-designed to a more balanced level. There are less random encounters, the numbers of monsters reach about ten instead of the previous 30-40 and the monster's hit points are reduced so they're easier to kill. There are plenty of tough individuals, though, so don't think you've got off lightly.

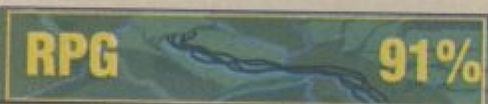
New characters produce new game elements. Kenders (a cheerful thief-type chappy) replace Halflings and Solamnic Knights replace Paladins. The former have the unique ability to taunt an opponent while the latter have the unique personality trait of giving away a portion of their valuables — noble fellows that they are.

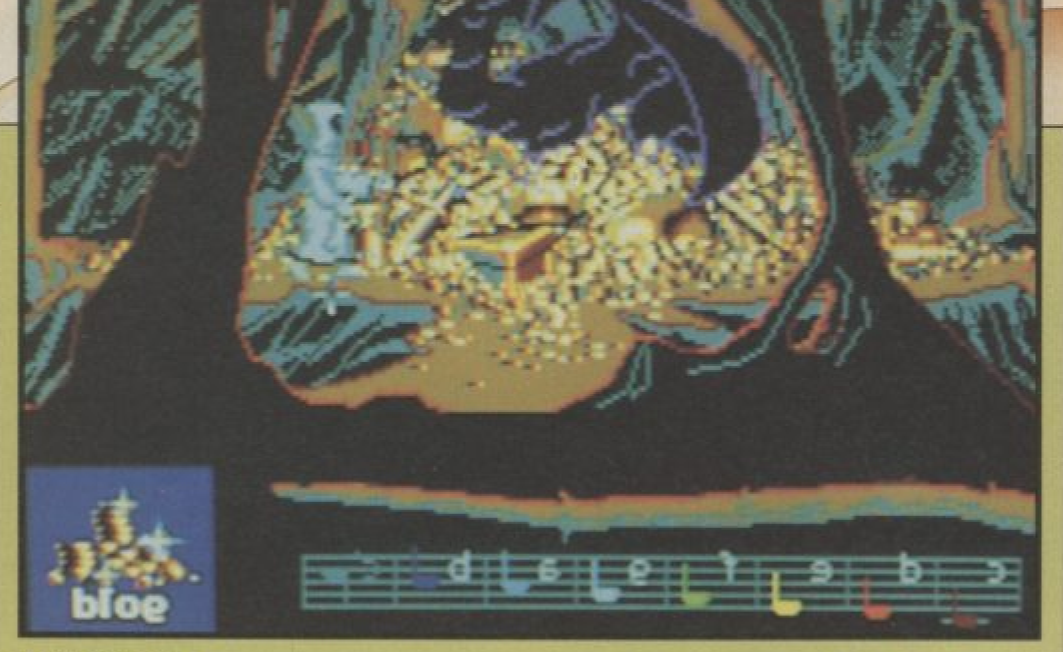
Your choice of characters makes a difference. For example, only if you have a Solamnic Knight in your party will you be allowed to play a particular sub-adventure.

*Krynn* is a vast improvement over the earlier games. *Pool of Radiance* had freedom and very little plot while *Curse of the Azure Bonds* had a good plot but little freedom. *Krynn* has both plus, as US Gold's Big Bob Malin succinctly puts it, 'lots of intrigue'. There are a number of sub-plots to draw you into the game — even a romance!

The PC version supports soundboards while the C64 will never see a larger RPG. Addictive, detailed, with a balanced combat/magic system that can be recommended to combat aficionados, *Krynn* is SSI's best yet.






## *PC £34.99 (also Amiga, ST)*
# LOOM
### *Lucasfilm*

Written by ex-Infocom man, Brian Moriarty, *Loom* continues the graphic interface style previously implemented in *Indiana Jones* and *Maniac Manson*. The main difference, though, is that *Loom* uses a unique musical interface, too.

You are Bobbin, a member of the Guild of Weavers, a secluded race of people who actually weave the fabric of reality to create spells. They do this with a staff, or distaff, which utilises short musical pieces to create the spells.

The highly original and rather involved storyline culminates with you, a 17-year-old Weaver, having to solve the mysterious disappearance of your Weaver race. Can you prevent the chaos which will surely follow your race's demise?

The game is centred around its innovative musical interface. To 'weave' the spell for opening, for example, you must type in the four required notes. Type the correct sequence and the spell is initiated. You'll have lots of fun trying out different combinations of spells on unlikely objects. PC owners with AdLib and Games Blaster soundboards can enjoy a real aural feast. Anyone with a Roland LAPC-1 can obtain an additional disk with LAPC-1 sound files. Either contact Lucasfilm direct or ring US Gold for help (Tel: 021-6563388).

The game comes with three levels of difficulty, which all affect how much help you are given with the musical interface. I'd certainly recommend Expert level as you'll get the most out of the game this way — not to mention a bonus animation sequence.

*Loom* may be criticised for being too easy, especially for the money you're paying (although there is an extra 'atmosphere' audio cassette included). This is fair comment but nevertheless it is a wonderful experience. Graphically and aurally excellent, *Loom* manages to exude a refreshing innocence reminiscent of the classic Disney films. Sit back and let it flow all over you.

**ADVENTURE 83%**

## *Amiga*
# CHRONOQUEST II
### *Psygnosis*

Psygnosis's *Chrono* sequel begins where the original left off. You've caught up with your father's murderer so you must return, using your time machine, back to your own time of 1922. Trouble is, the new fan belt you bought from Halfords has given the temporal turbines terrible gip. The game, therefore, becomes a search-'em-up. Find enough fuel to return home while attempting to survive the mythical worlds and their historic characters.

On the face of it, *Chronoquest II* is very promising. Beautiful graphics, excellent sound effects, synthesised speech during interaction and so on. The reality is that the game falls apart from poor and restricted design. The game is, basically, a French product and so it comes as no surprise to see the old problems resurfacing yet again, as they have in six or seven other French productions I've seen.

For example, to find the objects essential to finishing the game, you need to aimlessly click on various parts of the screen. If you happen to stumble on an item you will either be notified in the text window or a small close-up cameo of the object will appear in the corner of the screen. The main problem is that you'll need to click on just about every pixel on the screen in a desperate effort to find the hidden objects. This quickly becomes monotonous. In fact, finding objects is pure luck as no clues are given to their location. Even when a cameo appears you can't just click on it to take it, as you would expect. No, you have to find the original spot on the screen again, wherever that was! Worse still is that only parts of the important objects are active. In other areas the wrong response was given — when clicking on a door the program thought I was trying to talk to a person!

Movement is restricted, you can only move in two directions. Also, too much effort has been put into the graphics and sound to the detriment of the rest of the game, which is remarkably empty with little to do in each location. Object manipulation is too strict as objects disappear if you drop them and far too many deaths occur for no apparent reason. Do yourself a favour and leave this on the shelf.

**ADVENTURE 23%**

## *PC*
# HARPOON
### *Three-Sixty/PSS*

*Harpoon* is based upon Larry Bond's board game of the same name. The game includes a large format, 77-page manual which is squeezed into the ill-fitting box with two mini-booklets. One from Larry Bond on hints and tips and the other from Tom Clancy, friend and co-author who appears in print to add a bit of glamour and attract a few more dollars.

I haven't got a hope of covering the game in full so here are the salient points. In the modern day, you take the position of Fleet Commander in what is the most detailed naval simulation I've ever seen.

*Harpoon* is the master program for a range of scenario disks. There are 12 scenarios included. Further scenario battleset disks should contain 15 missions each. Forthcoming disks will include the North Atlantic, Mediterranean and the Persian Gulf. The included battleset missions range from the command of a squadron of missile boats to a full strike fleet in defence of the UK.

Onscreen information is extensive with a large database of ships, subs and aircraft accessed via menu. This option gives a tremendous amount of info: sensors, weapons, area of operation, and so on. After choosing the scenario, the side you wish to fight, a possible nuclear exchange, snorkeling subs, realistic weather, maintenance failure and ordinance (!) you can begin play. During play a staff assistant will provide advice and reports. You can play with three, simultaneous levels of zoom and issue a host of orders (course directions, manoeuvre aircraft, change ship formation, etc). Graphics are excellent, especially the high-res EGA.

*Harpoon* is an extremely professional product which has obviously been produced by a very knowledgeable and accomplished programming/research team.

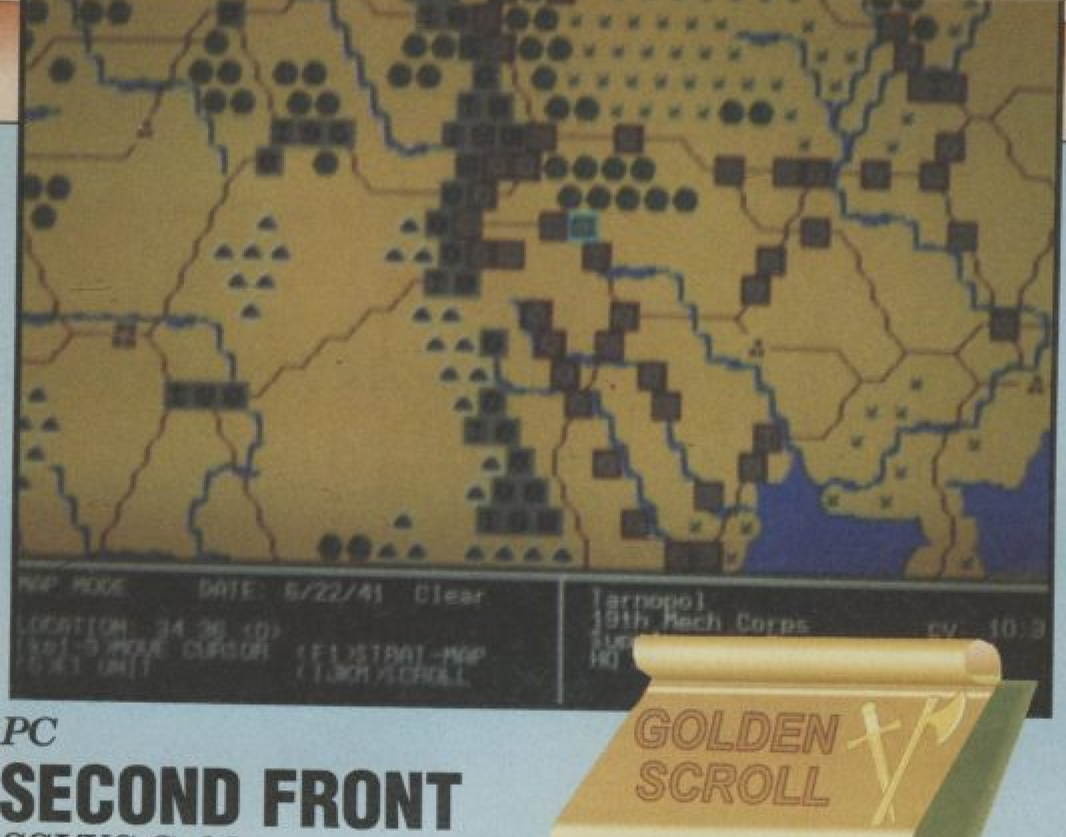



**STRATEGY 92%**

## *ST £24.95*
# FRONTLINE
### *CCS*

*Frontline* is a squad-level wargame written by Alan Lenton. Scenarios include Pegasus Bridge, Stalingrad, Guadalcanal, Cassino and two introductory scenarios. The game is menu- and icon-driven which contributes to a very polished front-end.

Unlike most computer wargames, the window of play is a joy to behold. The excellently crafted backgrounds, which put the simple squad 'counters' to shame, are a delight to use and directly contribute to the game.




*PC*

# SECOND FRONT

*SSI/US Gold*

Operation Barbarossa, 22 June 1941. This time in history has always held a certain fascination for me so I was well-chuffed to receive *Second Front*, the latest blockbuster from SSI, written by Gary Grigsby.

The game, as you've probably guessed, records the German invasion of the Soviet Union and the terrible events that followed. There are four scenarios in the game. The two battles for Stalingrad and Moscow and two campaigns: from 1941 and 1942.

The game is played at divisional level, giving you around 150 German and 200 Soviet divisions to play with. Incredibly, though, the battle reports can be accessed from squad level!! So you can witness how individual squads, tanks, aircraft, armoured cars, artillery pieces, etc, are faring. This is an outstanding feature which makes those rumours about Grigsby having the complete order of battle for Germany in WW2 absolutely true!

To speed up the gameplay, though, you can bypass the squad-level reports to a brief overview of the result. To give you an idea, though, at full pelt one turn at squad level took me over an hour to finish. But it is at this level that you appreciate the total carnage of the initial, sweeping, German assault and the killer winters that followed. Playing as the German side I dreaded those damn winters!

If this isn't enough, you are in the position to manipulate your industrial output. For example, my initial complement of fighter bombers comprised of Messerschmitt Bf110Cs. However, as soon as the later Bf110Es became available I instructed the relevant factories to change production to that variant. You can do this with any aircraft or tank. With the proviso that the item can only be produced after it became historically available. All the dates are in the manual. In fact you'll see your pool of hardware change as the years roll by.

You have the power to change your leaders, who are all individually rated and you can create units, including HQs. Aircraft can airlift supplies and undertake strategic and interdiction missions although fighter escorts have a limited range.

*Second Front* is the best strategy game SSI have ever produced. The sheer audacity of the game commands respect, the fact that it succeeds in every way demands your attention.

**STRATEGY 94%**

Walls can be used as cover, so can craters but crossing a wall, along with difficult terrain, will eat up your movement points.

Before play begins you must assign your leaders, rated on leadership skills, to their squads. This has a direct influence on each squad. A good leader can prevent his squad breaking due to poor morale, for example. Next, you assign the support weapons (heavy MGs, satchel charges, etc) to each squad. The weight of each weapon affects movement if it is unpacked (perhaps it's too cumbersome?). Finally, artillery can supply support fire.

Combat is reminiscent of Blade's *Laser Squad* in that you must place a cursor over the target and hope for the best. Your squad's line of sight and weapon range (coupled with limited ammo and possible jamming) have a direct bearing on the result.

There are many fine features to *Frontline* but the game fails in a few important areas. Firstly, there is no hidden movement — something that would undoubtedly add to the atmosphere. In addition, I don't agree with the author's line of sight theories. Basically, he says that if A can see B then B can see A. But what if you are hiding in a fox hole? Surely, you'd be able to see the enemy but the odds are that they wouldn't see you. These two faults also prevent other modifiers, such as the surprise attack, coming into play. And because of that, I cannot recommend *Frontline*.

**STRATEGY 48%**

*PC*

# CODENAME ICEMAN

*Sierra*

Jim Wallis takes a break from producing his *Police Quest* series to create an unusual game which attempts to merge the classical Sierra animated adventure with a submarine simulation, albeit rather simplified. In fact the documentation emphasises the submarine as you receive a USS Blackhawk technical manual and a submarine navigation chart.

The basis to the story is that as Johnny Westland you must breach the complicated surveillance of a certain country in the Middle East. Your target is psycho terrorists, armed to the teeth, who hold an American ambassador captive. However, this is just one layer in an intricate web of political intrigue. You have an international oil shortage, a Middle East country with an oil surplus, superpowers who are vying for the surplus, the possibility of an international incident that could lead to war, and so on.

There are a few odd sequences in *Iceman*. For example, there is one point, within the initial beach scene, where you have to save a girl from drowning and administer artificial respiration. An excellent addition to anti-piracy and very educational.

**ADVENTURE 85%**

# AND NOW FOR A

**The Electronic Battlefield System from Spectrum Holobyte could be one of the most important developments in the strategy and simulation world. But just what is it? Paul Rigby discovered all when he talked Spectrum Holobyte boss Gilman Louie and play-tested the first game to utilise the system — Tank**

*PC £29.95*

## TANK

### *Spectrum Holobyte/Mirrorsoft*

*Tank* is a very important release for Spectrum Holobyte for two reasons. Firstly, it's their first simulation in which you can simultaneously control more than one vehicle (16 in all) and, secondly, it is the first release in the Electronic Battlefield System (see panel).

To run *Tank* on your PC you'll need at least an AT, anything else and the game will crawl. This is reflected in the box contents which give you either a high density, 5.25-inch disk or two 3.5-inch low density disks. Graphics run up to EGA standard — shame VGA isn't catered for. The manual is 154 pages long and looks very techie — almost like a real tank manual. In addition, there is a manual supplement and a last minute additions sheet. The latter reflects the dynamic nature of Spectrum Holobyte who continually add and change information, update, improve, etc. Finally, there's a keyboard reference card, a quick start sheet and an option to purchase a tank video for £5.00!

There are three levels of difficulty: *expert* mode means that the opposition is skilled and your recce information is suspect. You have the option to play in day, night or default (as presented by the mission) times and then you enter the load screen from which you pick *heat* or *sabot* rounds. You can mix and match rounds between all 16 tanks if you wish.

The game can be played on a number of levels. Either as a classical strategic board wargame, a platoon leader or on an individual level where you play the tank commander, gunner or driver (or a combination).

On the strategy map, you can see the whole play area. To the right of the map are a number of nested menus. They cover movement, the speed of the platoon, its formation, contact with HQ (to call close air, recon or artillery support), intelligence (enemy units, friendlies destroyed, etc), zoom (from operational into first person mode), next platoon and next tank, tank info (giving illustrations and info about the tank's layout and functions) and detach/attach (which allow you to move individual tanks to and from their platoons).




There are a number of outside screens which show the excellent polygon terrain in all its glory. The terrain is colour-coded, so light green is flat terrain, while light brown is quite a steep slope. You get used to this pretty quickly.




Each tank station has its own set of instruments. The gunner has a thermal imaging system, a laser sight, ammo selection and supply gauges, and a handy tank three-view which shows your tank's attitude. The driver can select various gears and initiate the smoke generator. He also has the usual driving gauges. The commander can stay in an independently moving cupola or can pop outside for a look-see. He is also able to fire a .50 calibre COAX machine gun. Gun fire and explosions are all bitmapped to give you a more pleasing effect than the exploding polygons MicroProse offer in *Tank Platoon*.

There are 15 missions in *Tank*, spread around three areas: Fort Knox (training), Central Europe and the Middle East. They range from guarding a fuel dump, convoy escort, and head-to-head armour warfare to the rescue of a downed pilot and the valuable reconnaissance information he holds within the aircraft's black box.

Apart from the Abrams (M1, M1A1 and M1A2) your side includes, vulcan-fitted M113 APCs, trucks, jeeps, artillery, Bradleys with A10s and Apaches acting as air support. Vehicular opposition is quite varied, including T-72 and T-80 tanks, BMP-2 APCs, Shilka AA vehicles, trucks with Hind choppers and Frogfoots providing the airborne opposition. It's a pity there's not a better mix of new and old (eg: T-64s and M-60s, F-4s) equipment, though.

Gameplay is varied, with the opposition's tactics naturally improving as the play difficulty increases. Play can be hectic, though, especially if you're controlling more than one tank. While playing *Tank* don't forget that your tanks can run out of 'gas', although there are refuelling points scattered around. Trouble is, refuelling takes time which is nasty as many missions have time limits.

Criticisms? Where is the infantry?!? The lack of infantry units is a significant omission by Spectrum Holobyte — especially so considering the supposed seriousness of the simulation. You only have to look at the Arab-Israeli wars to see the significance of infantry within armoured warfare. On a more minor note, I missed the option of a campaign mission seen in more recent simulations, where one mission affects the outcome of the next.

*Tank* is an enjoyable simulation which benefits from a great deal of detailed research — the operation of the M1 Abrams is well portrayed, while the option of being able to control 16 tanks is exciting (and exhausting!). The game does suffer due to the lack of infantry and, overall, does not quite reach the heights of MicroProse's *Tank Platoon*, but hopefully Spectrum Holobyte will rectify this in later versions (version 2.0 is, I believe, under way). As for the invisible portion of *Tank* (its interconnectivity), we will only be able to judge this feature when the Electronic Battlefield System goes on-line.



# REAL BATTLE

## THE WHOLE SPECTRUM

**Spectrum Holobyte's latest release, Tank, is the first module in their Electronic Battlefield System (EBS). So what is EBS? Come to think of it, what's all this I hear about Spectrum Holobyte planning to release a host of new and varied simulations based on the A10, a new infantry simulation, a new... Hmm, I reckon a cosy fireside chat with Spectrum Holobyte's supremo, Gilman Louie, is in order here**

The idea of EBS is an evolutionary idea for the development of computer wargames. Gilman explains: 'The general idea being that we have a virtual reality in terms of a battlefield. So players can participate either as a helicopter, a tank or an aeroplane on this battlefield.'

At the moment, Spectrum Holobyte are working towards this ideal so that, eventually, there can be up to 30 users flying aircraft, driving tanks, etc — all fighting on that same battlefield.

'Firstly, we are building each one as a simulator. So *Falcon* will have an EBS release (version 3.0) which will share the same battlefield as *Tank*. We have an A10 product, and also a helicopter product. Initially, we will bring out the games. Phase two of the project will be to allow people to use modems to fight one-on-one. Then the last step is to, over an electronic network, allow 30 simultaneous users to participate.'

Spectrum Holobyte already have an agreement with a networking company so that a mutually developed system can be produced. Therefore, anyone with an EBS game (*Tank*, *Falcon 3.0*, etc) can use the dial-up section to immediately log-on to the network. The player will then be able to jump right into an ongoing battle or can create a new battle. I wondered if Gilman could see any difficulties with Europe as a whole, not being as modem-intensive or as developed as the States. For example, over in the States people can play an on-line version of *688 Attack Sub*, *Sim City*, *Harpoon* and so on. You don't see that kind of thing over here.

'I think if the challenge is interesting and people like our products, they will explore it and look at going on-line because it's a whole new experience. You're fighting with 30 different people that you don't know (they could be in a different country), and you're all co-operating with each other against the computer — there's a sort of magic that takes over in the gameplay.'

The networking system will be commercially available in Europe some time next year. In the meantime, Spectrum Holobyte will be working with Mirrorsoft to see how best to utilise the system.

But what of the new products that will form the backbone of EBS? You can read the review of the first EBS game, *Tank*, in this issue. What else is to come?

### HELI SIM NEXT

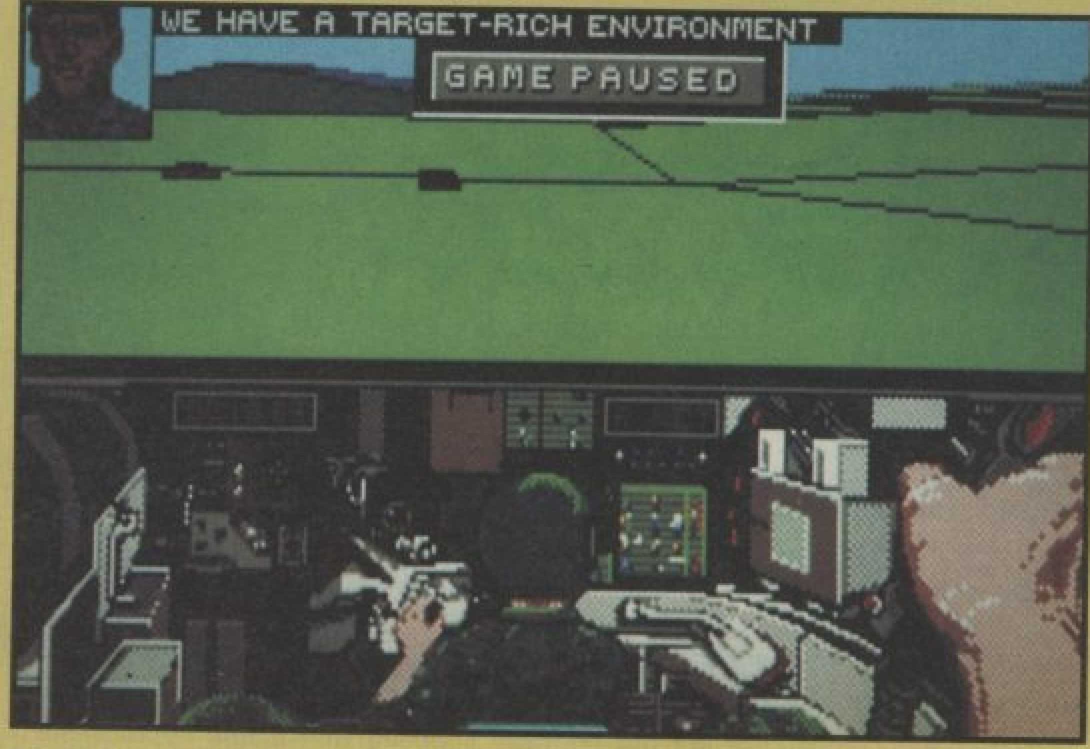
**Spectrum Holobyte are keeping ultra busy at the moment. Next on their shopping list is a helicopter simulation. This simulator is still in the early design stages. You'll be able to fly either the Apache, LHX or AHIP. The latter is only a design proposal at the moment and so the flight model, like the LHX, will be largely based on guesswork. The AHIP is a single-seat attack helicopter proposal which aims to be a mixture of scout and light attack helicopter. Similar features seen in other games like *A10* and *Falcon 3.0* (see box) will feature in the copter sim. You will also be able to command a squadron of Apache/AHIP/LHX craft.**

'*A10* and *Falcon 3.0* [see boxes] are the next products on the list. *Falcon 3.0* will allow you to fly multiple aircraft (F-14, F-15, F-16 or F-18) simultaneously. It's very campaign oriented, a bit like the *Mission Disk*. It will have lots of machines on the ground fighting each other. You are basically a squadron commander. You pick your pilots, make your assignments and then hop into one of the aeroplanes. You take off and your squadron takes off with you.'

So is this a *Flight of the Intruder* hybrid, which has a similar sort of structure?

'Yes, but this one is current day. We have added the brand-new terrain system which is very similar to the system you see in *Tank*. So you'll have rolling terrain that you can fly over — down in the dirt. *Falcon 3.0* will be the first product that has a real flight model put into it. It is a non-classified model which you will be able to take advantage of with a maths coprocessor [see box]. This will fly as best as we're legally allowed to!'

The startling news that Spectrum Holobyte are planning to utilise a maths coprocessor is a measure of the serious stance they take when developing their products. My only reservation is the cost to PC owners of such a beast and the installed user base of such a chip, which must be pretty small. Nevertheless, this feature




■ Tank is Spectrum Holobyte's first game using the revolutionary Electronic Battlefield System which enables players to control more than one vehicle (16 in fact). Available initially only for the PC.

### INFANTRY SIMULATOR

**The *Infantry Simulator* is the final EBS module planned by Spectrum Holobyte (for the moment), and scheduled for release early next year. In the game you command a squad of men and a Bradley APC. Gilman Louie, Spectrum Holobyte's man in the know, continues...**

**'The basic concept is that you sit in your Bradley APC, then you go to dismount [when you reach your target]. You have a variety of different weapons you can take with you. The game requires a much higher fidelity 3-D world because you'll be walking around, not just driving. You then set up your various infantry positions.'**

**The game will be viewed in a pseudo-first person perspective (as in *Die Hard*). Turn around and you'll see your squad and Bradley APC. 'The interface will be identical to what you see in *Tank*. You will be able to call all the support that you need [air and artillery].'**

■ When selecting ammunition to carry in your tank, a detailed description of the weapon will appear.

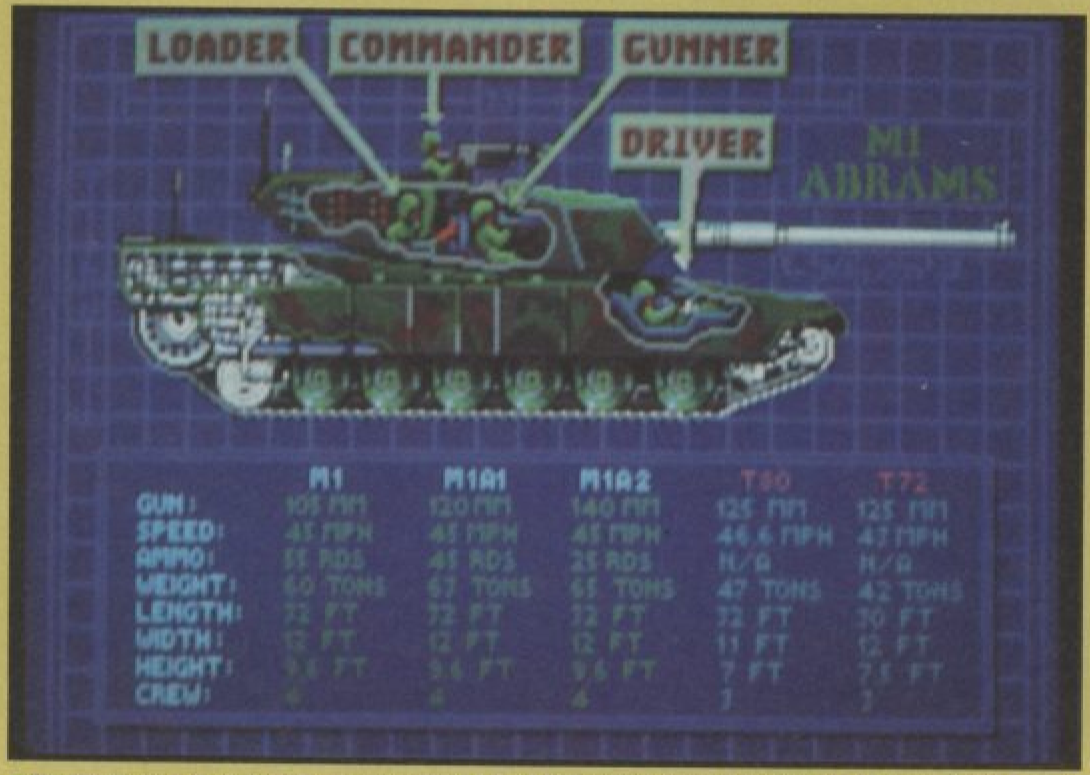
should only be viewed as an option, *Falcon 3.0* will be eminently playable without the chip. For the lucky few, Gilman described the specific improvements with the chip installed.

'The chip will improve the feel of the plane. None of the games on the market honestly feel like a real aeroplane. They move kinda ratchety, almost like rocket ships in some ways. Everything from the wing load, the air resistance of the aircraft, the angle of attack, the way momentum is generated when you're making specific manoeuvres — all that will be accurate because we're taking it out of a real flight model and putting it into the game.'

The next generation of flight simulations, beginning with *Falcon 3.0*, will see the introduction of highly developed artificial intelligence routines. With *Falcon 3.0* not only will you be able to command a squadron of pilots and their aircraft, but each pilot will have their own, specific, personality. 'If you think of a pilot, you have a couple of different factors that determine the quality of that person. You have the Ace Factor. The Ace Factor is the maximum potential a pilot could reach if he had all the experience in the world. Your pilots have a variety of different Ace Factors. So how good is that pilot in air-to-ground missions? How good, tactically, is he in air-to-air missions? Does he have good eyesight (can he find targets before they find him)? Does he have a high fatigue factor? Will he run from a bad situation or will he stay in the fight? All of these characteristics will be put into a pilot along with a list of favourite manoeuvres. That information makes up one pilot.'

So each pilot, if he's not shot down during missions, will gain in experience, becoming a better pilot with time. In fact, initially, you'll have to send each pilot that you are training to Nellis Air Force Base (air force) or Miramar (navy) to run through practice missions to build their skills. Then you take them to a theatre of war. You'll have to carefully manage your pilots because you will end up with different pilots at different levels and ranks. During flight, pilots will work co-operatively with each other, responding to each others' radio calls.

Take a look at the new games that Spectrum Holobyte are planning to produce and you will see that they are attacking the simulation market on all fronts! Individually, they sound awe-inspiring — tie the whole lot together into a networked EBS system and you'll have the game of a lifetime on your hands! Over the coming months, TGM will be keeping a close eye on each new EBS release and, ultimately, the final network system. Stay tuned.




■ The M1 Abrams is just one of the tanks available for use in Holobyte's Tank. On picking the tank you wish to control, you get to start on one of 15 missions spread around Fort knox, Central Europe and the Middle East. Opposition comes in the form of T-72s and T-80 tanks, Shilka AA vehicles with Hind choppers, and airborne Frogfoots.

## THE MATH PATH

**IBM PCs and compatibles are not normally supplied with maths coprocessor chips as standard so you must buy them separately. Although, fitting them is a simple, five-minute job. Maths copros are excellent at speeding up a variety of mathematical calculations. So spreadsheets, CAD, 3-D art programs and other graphical programs fairly whizz along with the aid of such a chip. The only proviso is that the program must recognise the chip's existence to take advantage of it. Which is the reason *Falcon 3.0*, the first game program to utilise the chip, will benefit and not *Falcon 1.0*.**

**Some advice if you're thinking of investing. Firstly, they are expensive (£50-£350 depending on your PC). I'd only advise you to buy one if you're likely to use it for other programs (CAD, spreadsheets, etc). Secondly, you must buy the correct chip. If you have a 8088 or 8086 processor in your PC you'll need a 8087 maths coprocessor. ATs with 80286 or 80386 will need a 80287 and 80387 chip respectively. Oh, one other thing, always buy a chip which has the same processor speed as your computer. So, a 10Mhz PC using a 80286 processor will need a 10Mhz 80287 maths coprocessor.**

**At the time of writing, there was no mention as to how the Amiga and ST would use the extra mathematical routines, or if the routines would be coded into the Amiga/ST versions at all!**

**We told you months ago that a PC with all the extras was the best games machine around. Perhaps, now, someone will believe us!**

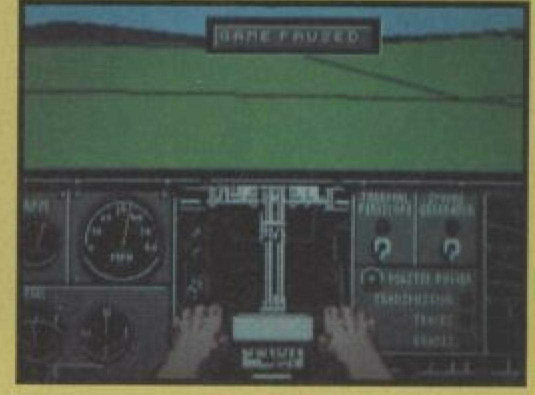
## A10 SIM TOO!

**Spectrum Holobyte's Gilman Louie tells TGM of their next multi-plane sim.**

**'*A10* is, what we call, flight based: meaning that you can command up to four aircraft. Like *Falcon*, it's multiple missions. You start off in a particular war and you run up to four flights a day, focusing on the air-to-ground mission. Your job is to support your tanks as they make their run onto the enemy as well as destroying enemy tanks themselves. The flight model is very accurate — not quite of the *Falcon 3.0* (see box) order, but this one doesn't need a maths coprocessor. It's a much higher fidelity flight model than anything else in the marketplace. We've put a lot of work into the terrain so that you can fly low and fast at tree-top level, between the valleys and the mountains.'**

**In a similar way to *Falcon 3.0*, the mission you fly will have an effect on the next (a campaign mission, in fact). So, if you seriously mess up in the first mission, things might quickly get out of hand later on.**

**You'll experience a lot of ground calls directed to you, and radio messages will be passed back and forth with the tankers below you. In fact, the campaign and radio chatter features appear in all of Spectrum Holobyte's EBS games.**



# 520ST-FM SUPER PACK




The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details

**£399**
INCLUDING VAT

## 1Mb DISK DRIVE
## £450 OF SOFTWARE

### ARCADE GAMES

| | | |
|---|---|---|
| Arkanoid II | Imagine | £19.95 |
| Beyond The Ice Palace | Elite | £19.95 |
| Black Lamp | Firebird | £19.95 |
| Buggy Boy | Elite | £19.95 |
| Chopper X | Mastertronic | £9.99 |
| Ikari Warriors | Elite | £14.95 |
| Marble Madness | Electronic Arts | £24.95 |
| Quadralien | Logotron | £19.95 |
| Ranarama | Hewson Consultants | £19.95 |
| Return To Genesis | Firebird | £19.95 |
| Roadwars | Melbourne House | £19.95 |
| Starquake | Mandarin | £19.95 |
| Test Drive | Electronic Arts | £24.95 |
| Thrust | Firebird | £9.95 |
| Thundercats | Elite | £19.95 |
| Wizball | Ocean | £19.95 |
| Xenon | Melbourne House | £19.95 |
| Zynaps | Hewson Consultants | £19.99 |

### SPORTS SIMULATIONS

| | | |
|---|---|---|
| Eddie Edwards Super Ski | Elite | £19.95 |
| Seconds Out | Tynesoft | £19.95 |
| Summer Olympiad '88 | Tynesoft | £19.95 |

### PRODUCTIVITY SOFTWARE

| | | |
|---|---|---|
| Organiser | Triangle Publishing | £49.95 |

### JOYSTICK

| | | |
|---|---|---|
| Atari CX40 Joystick | Atari Corp | £4.99 |

**FREE ATARI BUNDLE VALUE: £458.97**

With SM124 mono monitor: £498 INC VAT With SC1224 colour monitor: £698 INC VAT

# ATARI ST

## ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

*All prices correct at the time of going to press. E&OE*

# 1040ST-FM PROFESSIONAL PACK

## NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.





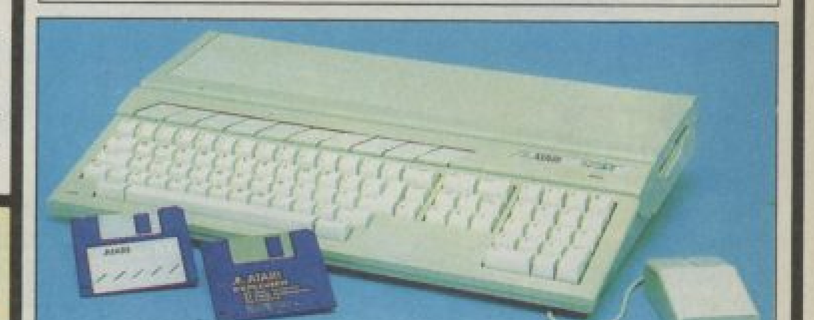


INCLUDING VAT

| | |
|---|---|
| With SM124 mono monitor: | £598 INC VAT |
| With SC1224 colour monitor: | £798 INC VAT |

| | | |
|---|---|---|
| ATARI 1040ST-FM | (Computer) | £499.99 |
| VIP PROFESSIONAL | (Spreadsheet) | £149.95 |
| MICROSOFT WRITE | (Word Processor) | £149.95 |
| SUPERBASE PERSONAL | (Database) | £59.95 |
| BASIC DISK & MANUAL | (Language) | £24.98 |
| | NORMAL RRP: | £884.82 |
| | LESS DISCOUNT: | -£385.82 |
| | PROFESSIONAL PACK PRICE: | £499.00 |

# 520ST-FM EXPLORER PACK
## WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

**£260** +VAT= **£299**

FREE! LITERATURE RETURN COUPON NOW!

+ SM124 mono monitor: £398 INC VAT + SC1224 colour monitor: £598 INC VAT

# 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

**2Mb MEGA ST £899** INC VAT
+ mono monitor = £998
+ colour monitor = £1198

**4Mb MEGA ST £1199** INC VAT
+ mono monitor = £1298
+ colour monitor = £1498

# WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service

***SILICA STARTER KIT:*** Worth over £200, FREE with every Atari ST computer bought from Silica

***PROFESSIONAL PACK:*** Free business software with 1040ST-FM and MEGA ST's bought from Silica

***DEDICATED SERVICING:*** 7 full-time Atari trained staff with years of experience on Atari servicing

***THE FULL STOCK RANGE:*** All of your Atari requirements from one place

***AFTER SALES SUPPORT:*** The staff at Silica are dedicated to help you get the best from your ST

***FREE CATALOGUES:*** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases

***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped within the UK mainland

***PRICE MATCH PROMISE:*** We will match competitors on a same product same price basis

***FREE TECHNICAL HELPLINE:*** Full time team of Atari technical experts always at your service

## FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

# DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner

* TEXT-FLOW AROUND GRAPHICS
* ROTATION OF TEXT & GRAPHICS
* SLANT OR TWIST ANY OBJECT
* POSTSCRIPT COMPATIBLE
* TAG FUNCTION
* AUTO/MANUAL KERNING & HYPHENATION
* GROUPING OF OBJECTS

# DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none

# SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111
*1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX*
***OPEN:*** *MON-SAT 9am - 5.30pm* ***LATE NIGHT:*** *FRIDAY 9am - 7pm*

**LONDON** 01-580 4000
*52 Tottenham Court Road, London, W1P OBA*
***OPEN:*** *MON-SAT 9.30am - 6.00pm* ***LATE NIGHT:*** *NONE*

**LONDON** 01-629 1234 ext 3914
*Selfridges (1st floor), Oxford Street, London, W1A 1AB*
***OPEN:*** *MON-SAT 9am - 6.00pm* ***LATE NIGHT:*** *THURSDAY 9am - 8pm*

To: Silica Shop Ltd, Dept 23 Crash 690 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

## PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

DTP ☐

# The Games machine

# READER CLASSIFIEDS

## WANTED

**Wanted to swap**, quality utilities, tools, programs for graphics, sound, etc,. maybe even superior games. Ray-tracers, artists, designers, for the latest, 100% replies, write to PO Box 33116, Takapuna, Auckland, New Zealand. Amiga only, of course.

## FOR SALE

**Sega Megadrive** PAL, plus three games Golden Axe, Altered Beast, Ghouls and Ghosts, worth £300. Will sell for £200. Phone 081 943 2056 after 1pm.

**C64c, 1541 MKII** disk drive, datasette, Neos mouse, Quickshot joysticks, Hush printer, paper, leads, £400 worth of cass/disks games. A bargain at only £320, worth over £1000. Contact Mark on 0282 411702 after school hours.

**Amiga games for sale**, all originals, including Chase HQ, Operation Thunderbolt, Strider, Xenon 2, Barbarian 2. £9.99 max. per game. Send SAE to Lee Woolley, 90 Mill Lane, Ryhill, Wakefield, West Yorks. WF4 2DR.

**Amiga, few months old**, still boxed, £200 worth of original games incl. X-Out, Kick Off, Power Drift etc., also two joysticks, mouse and stereo speaker system. Worth £700, sell for £375. Ring (0634) 245248 Kent.

## PEN PALS

**PC penpals** wanted to exchange games, tips and more. Write to: Olafur Eliasson, Urridakvisl 25, 110 Reykjavik, Iceland (Island).

**PC contacts wanted**. Write now!!! To: Skuli Sveinsson, Flokagata 67, 105 RVK, Iceland.

## MISCELLANEOUS

**Amiga cheat** disk issue four filled with cheats and tips including Space Ace, Black Tiger, Op Thunderbolt etc. Price £3.50 or send issue 3 disk and £1.50 to Mr J.S. Smith, 45 Maplecroft Crescent, Sheffield S9 1DN.

## 35 WORDS FOR ONLY £4.50!

**Fill in the form below and enclose with your £4.50 payment, cheque or postal order made payable to NEWSFIELD LIMITED. Photocopies of the form are acceptable.**

**TGM Reader Classified section is not open to trade or commercial advertisers, but Fanzines may use it. Headings are: WANTED, FOR SALE, USER GROUPS, PENPALS, FANZINES and EVENTS DIARY (for club/user groups). The maximum wordage is 35. Small ads will be printed in the first available issue. The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy.**

## TGM READER CLASSIFEDS

Send to **Newsfield, Ludlow, Shropshire SY8 1JW**

Name ..........................................................................

Address ......................................................................

..................................................................................

..................................................Postcode ...........................

Please tick: ❑ Wanted ❑ For Sale ❑ Penpals ❑ User Groups ❑ Fanzines ❑ Events Diary ❑ Miscellaneous

Write your advertisement here, one word per box and include address and phone number if you want them printed.

| | | | | |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |



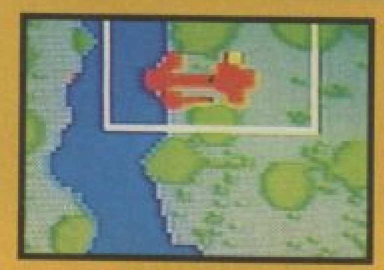
THE MAGS WITH MORE CLOUT THAN FRANK BRUNO!!
For your Speccy
CRASH
★ FREE! FOUR FAB SPECCY GAMES ON TAPE!
★ FREE! WHAM CHEWY BAR!
★ EXCLUSIVE! TURRICAN ON THE SPECCY!
★ WIN! A CAMERA AND A SAM COUPÉ!
★ LOADS OF SAM COUPÉ STUFF!
A SNIP AND A HALF AT
£1.70
For your Commodore 64 and Amiga
ZZAP!
★ BRITAIN'S TOP SELLING C64 GAMES MAG!
★ AMAZING! TWO MEGA C64 GAMES ON TAPE!!
★ EXCLUSIVE! INTERNATIONAL 3D TENNIS!
★ EXCLUSIVE! THE MAKING OF CREATURES!!
★ WIN! A SONY MIDI HI-FI!!
A RUDDY AMAZING BUY AT
£1.95
DON'T MISS THE BOAT!
JUMP ABOARD FOR THE WHIZZIEST
GAME THRILLS AROUND!
CRASH AND ZZAP! JUNE ISSUES ON-SALE NOW!

# TGM SHOPPING

**MAIL ORDER HOTLINE**
**0584 875851**

## ON SPECIAL

### SAVE £££'S WITH INFOGRAMES



**SIM CITY**
***save £11.00!!***
Amiga NOW ONLY **£18.99**
RRP **£29.99**
***C64 disk SAVE £7.00!!*** NOW ONLY **£12.99** RRP £19.99

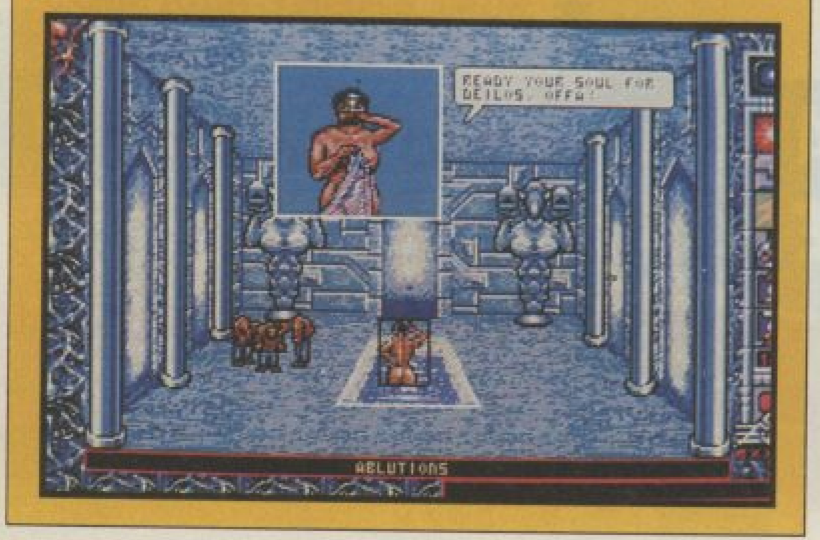
**DRAKKHEN**
***SAVE £11.00!!***
Amiga, ST, PC NOW ONLY
**£18.99** RRP **£29.99**

**KULT**
***save £8.00!!***
ST, Amiga, PC NOW ONLY
**£16.99** RRP **£24.99**

**TIN TIN**
***16-bit SAVE £7.00!!***
Amiga, ST, PC NOW ONLY
**£12.99 RRP £19.99**
***8-bit SAVE up to £5.00!!***
SPEC, C64, CPC cass
**£6.99/£9.99** disk

**PURPLE SATURN DAY**
***16-bit SAVE £7.00!!***
Amiga, ST, PC NOW ONLY
**£12.99** RRP **£19.99**
***8-bit SAVE up to £5.00!!***
SPEC, C64, CPC cass
**£6.99/£9.99** disk

**STIR CRAZY FEATURING BOBO**
***16-bit SAVE £7.00!!***
Amiga, ST, PC NOW ONLY
**£12.99** RRP **£19.99**
***8-bit SAVE up to £5.00!!***
SPEC, C64, CPC cass
**£6.99/£9.99** disk

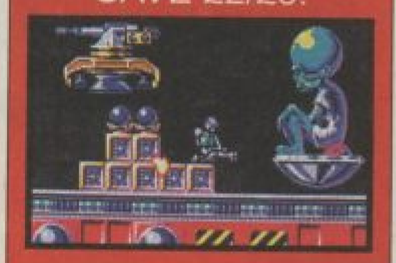


## C64

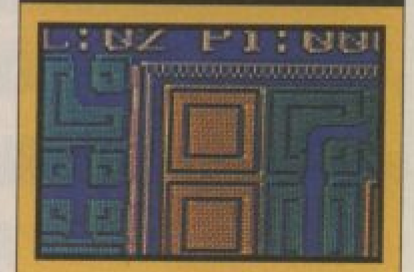
**HOT ROD**
Activision
£9.99 c ■ £14.99 d
SAVE £2/£3!

**TURRICAN**
Rainbow Arts
£7.99 c ■ £11.99 d
SAVE £2/£3!

**DAN DARE III**
Virgin
£7.99 c ■ £11.99 d
SAVE £2/£3!



## SPECTRUM



**KLAX**
Tengen
£7.99 c ■ £11.99 d
SAVE £2/£3!

**DAN DARE III**
Virgin
£7.99 c ■ £11.99 d
SAVE £2/£3!

**PIPEMANIA**
Empire
£7.99 c ■ £11.99 d
SAVE £2/£3!

## ATARI ST

**JUMPING JACKSON**
Infogrames
£19.99 SAVE £5.00!

**DYNASTY WARS**
US Gold
£15.99 SAVE £4.00!

**INFESTATION**
Psygnosis
£19.99 SAVE £5.00!



## AMIGA

**JUMPING JACKSON**
Infogrames
£19.99 SAVE £5.00!

**HIGHWAY PATROL II**
Microids
£39.95 SAVE £5.00!

**TENNIS CUP**
Loriciels
£15.99 SAVE £4.00

# STAR BUY SOFTWARE

**These are three HOT games for your machine — picked by TGM reviewers to bring you the BEST games at the BEST possible prices! Remember, if you want to order any other game released by a major software house to date you can! Phone 0584 875851, ask for mail order who will give you details of the special price discount.**
**Happy shopping!**

## CPC

**CASTLE MASTER**
Domark
£9.99 c ■ £14.99 d
SAVE £2/£3!

**PIPEMANIA**
Empire
£10.44 c ■ £15.99 d
SAVE £2/£3!

**RAINBOW ISLANDS**
Ocean
£7.99 c ■ £11.99 d
SAVE £2/£3!




## PC

**SKI OR DIE**
Electronic Arts
£23.99 SAVE £6.00!

**MINDROLL**
Thalamus
£19.99 SAVE £5.00!

**RAILROAD TYCOON**
Microprose
£29.95 SAVE £5.00



## BACK ISSUES

**DON'T FORGET ISSUES 001 TO 013 ARE STILL AVAILABLE!**

**TX:014** January 89 The Gift of the Guppie! Confrontation Coin-op!
**TX:015** February 89 Flight Formation - Diary: Creation of a new 16-bit flight game.
**TX:016** March 89 The Power Generations: The Konix Multisystem.
**TX:017** April 89 The Rising Sons: Ninetendo's 16-bit Super Famicon and Sega's Mega Drive.
**TX:018** May 89 DPaint 3 reviewed! Argonaut's F117A Agressor preview.
**TX:019** June 89 Console Dawn! Japans 16-bit attack on Europe.
**TX:020** July 89 Indy's back! Interview with Lucasfilm's ace programmers - Vector Graphics.
**TX:021** August 89 Batman is back! - Hand held and LCD:CES Report.
**TX:022** September 89 Amiga Into Mac! The latest in emulation. Plus David Crane — exclusive interview!
**TX:023** October U.S Exclusive:Imagination Workshop — Licensed to sell: A look at the real-life Bonds — New series on MIDI.
**TX:024** November 89 Affordable Archimedes: TGM looks at the hard- and software — Our Man In Japan special — Mel Croucher looks at CD-ROM.
**TX:025** December 89 Skydiving with subLogic — Our Man in Japan reveals the new Super PC Engine — Play By Mail: John Woods on GAD games.
**TX:026** Janurary 90 American supplement— Disney World exposed — Review of all the latest joysticks — Sound sampling — PC sound cards.
**TX:027** Feburary 90: Space Ace — it's flippin crazy mate! David Wolf — He's a special agent! First EVER reviews of new Atari LYNX games! The CD side of computers, plus more action than you'll find in a ferret!
**TX:028** March 90: Smash it up! The beat 'em ups compared! Exclusive CES report! Consoles — which one for you?
**TX: 029** April 90: FREE! Ocean Playing Tips book! Epic! So, Your Want To Be A Pop Star? Plus more!
**TX:030** May 90: FREE! Elite Playing Tips book! FM Towns! Psygnosis preview special! How to design a game — the professional way!!



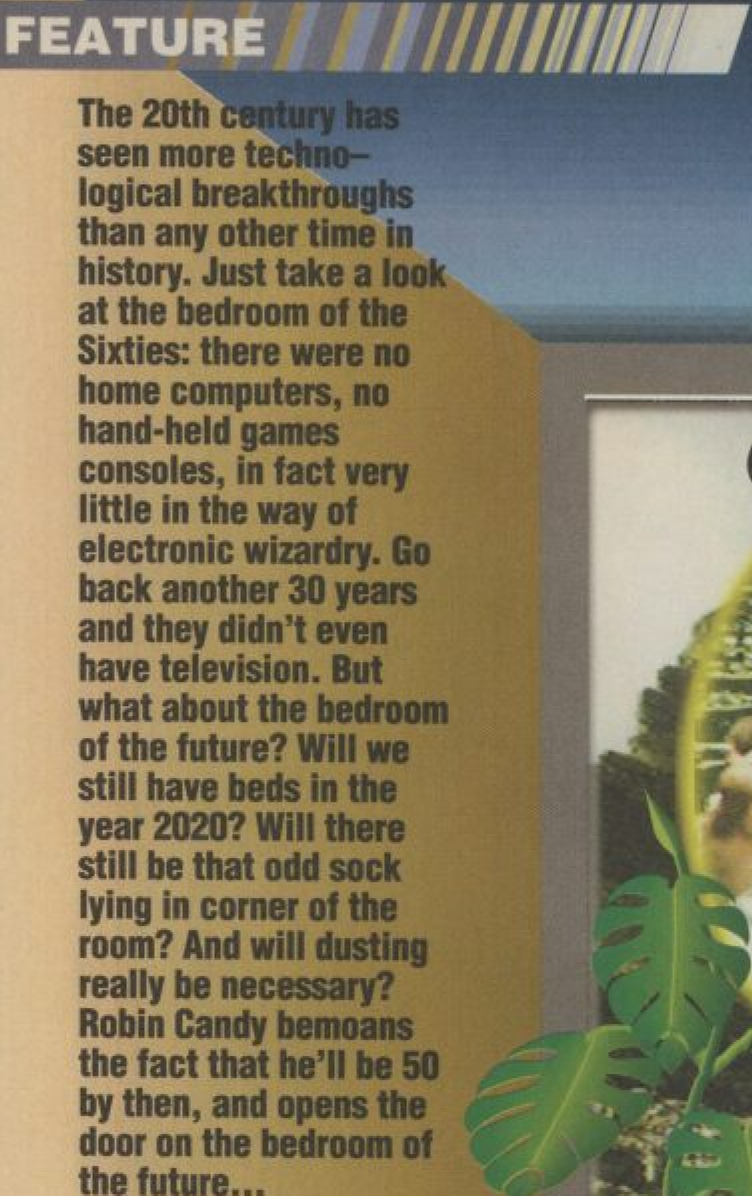

## TGM MAIL ORDER

| Description | Format | Price |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | Total | |

NAME...........................................................
ADDRESS.......................................................
...................................................................
POSTCODE................PHONE No..........................
Method of payment (please tick)
Access ❑ Visa ❑ Cheque ❑ Postal Order ❑
Credit Card No ______________
Expiry date ______________
Signature ______________

**Make cheques and postal orders payable to:**
**TGM Magazines Ltd.** Send this form to: **TGM MAIL ORDER, NEWSFIELD, LUDLOW, SHROPSHIRE, SY8 1JW.**

# BEDRO



**The 20th century has seen more technological breakthroughs than any other time in history. Just take a look at the bedroom of the Sixties: there were no home computers, no hand-held games consoles, in fact very little in the way of electronic wizardry. Go back another 30 years and they didn't even have television. But what about the bedroom of the future? Will we still have beds in the year 2020? Will there still be that odd sock lying in corner of the room? And will dusting really be necessary? Robin Candy bemoans the fact that he'll be 50 by then, and opens the door on the bedroom of the future...**

## 1 TELESCREEN

George Orwell presented a depressing picture of the future in his classic novel, 1984. The state, as epitomised by Big Brother and the Thought Police, used massive two-way Telescreens as one of their main policing methods. Large telescreens will play an important part in the entertainment industry of the future but, hopefully, their use won't be so sinister. Our telescreen is the main focal point of the room. It's a multi-purpose screen with windowing capabilities. Being so large it can easily display several different screens of a reasonable size simultaneously with a maximum of 256 different windows on screen at any time.

Most devices in the future will be voice-activated so to select a particular channel you just tell it what you want to watch. You can even tell it that you want to watch a specific program and it will display the relevant channel when the program comes on.

The telescreen also acts as a videophone, shopping, banking and computer terminal. The videophone has several lines and can be programmed only to accept calls from particular people. Super surround speakers below the screen pick up your voice from anywhere in the room. While the screen itself acts as a camera. If you don't want to watch TV or play on your computer it will act as window either displaying the outside world or just about anything you want (from psychedelic colour patterns to alpine scenery). Any of these windows can be dragged to any section of the screen, overlayed over each other or resized.

There's a hand-held version of the telescreen which basically performs all the same functions except you can only display one screen at a time — useful when you're out and want to check if you've had any phone calls or electronic mail.

## 2 COMPUTER TERMINAL

QWERTY keyboards will be a thing of the past by the year 2020. Anything that needs to be typed can be dictated into the computer, while the telescreen is touch sensitive. A computer terminal will basically be a series of slots to plug in your ROM cards. Where a hard copy is required, the print out will be on a laboratory-synthesized paper substitute.

## 3 PORTABLE COMPUTER GAME CONSOLE

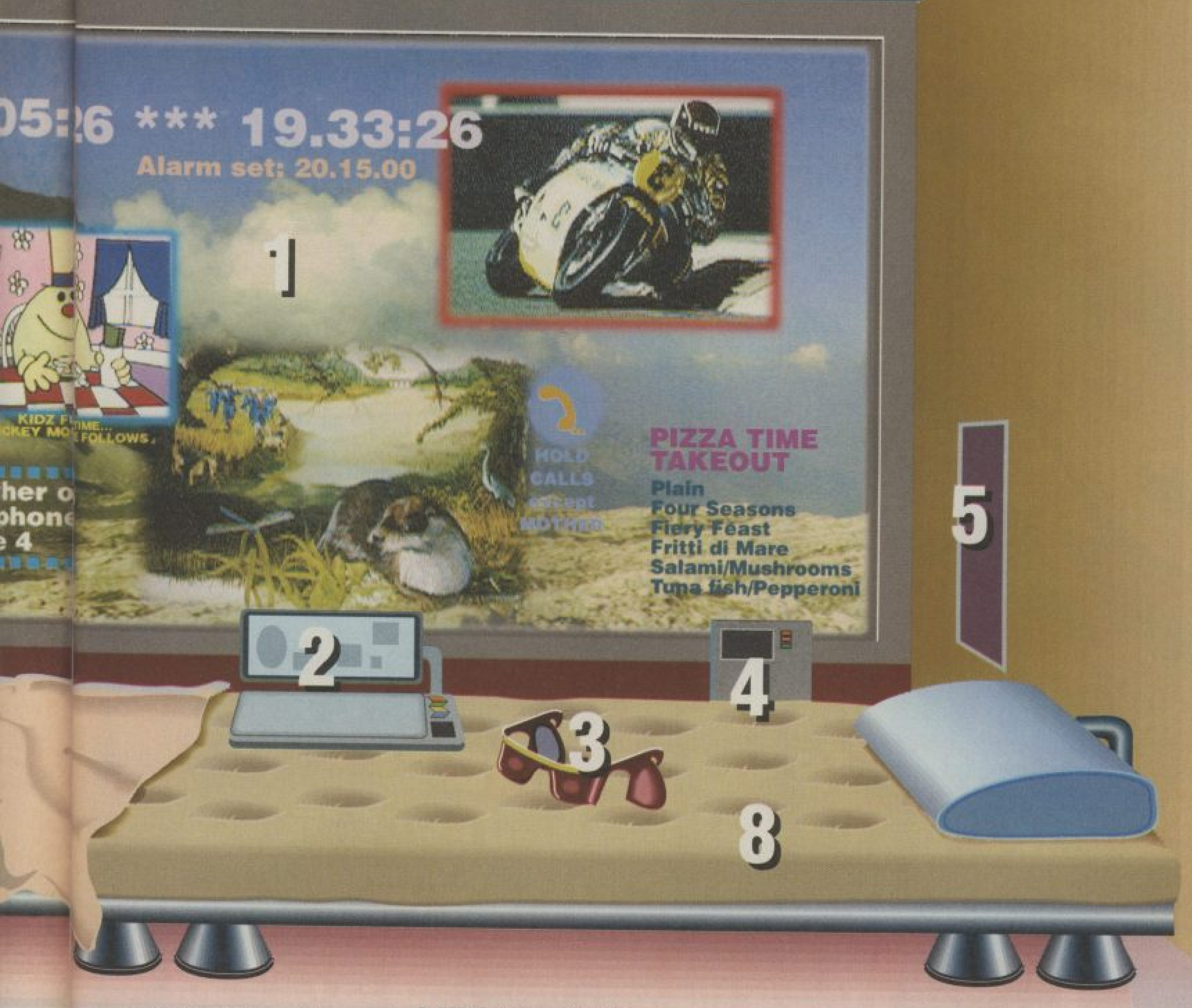
You may think that the Atari Lynx is the hottest thing in hand-held consoles but the games of the future will literally be mindblowing. A pair of sensory spectacles actually make you think that you're in the game. Sensors on the side of the spectacles tap into your synaptic responses and detect what movement you wish to make. You feel as if you're moving a joystick and pressing the fire button but in reality you're standing still. The games themselves will be along the same lines as they are now.

Games with a strong shoot-'em-up element will be by far and away the most popular. With the sensory spectacles you will see and hear the game through the eyes and ears of the character you're controlling, you will even be able to smell odours given off by vehicles and people in the game.

## 4 BOOKS, MAGAZINES, RECORDS, COMPUTER GAMES

Books in their present form will become more valuable, paper as we know it will be banned. Generally anything that was written or recorded will be available on multi-purpose ROM cards. These can be plugged into the computer terminal and their contents displayed on the telescreen. Music ROM cards will contain some sort of visuals, either a promo video for the band or a series of pictures and information. Classical music ROM cards will show either a live performance of the

# ROOM OF THE FUTURE




orchestra or colour patterns designed to convey the mood of the music.

### 5 WARDROBE

No more rummaging through the wardrobe to find that elusive favourite shirt (which is invariably creased when you do find it). The bedroom of the future will feature an altogether more sophisticated wall unit. The entire family's clothes will be stored in another section of the house (probably underground). You tap in your requirements on the computer terminal and the clothes are delivered neatly pressed to your bedroom via a wall chute. The telescreen will also display what you look like in those clothes before they're delivered.

### 6 AIR CONDITIONING

Programmable air conditioning that adjusts the room's temperature according to your activities will be the norm in the future. You may want the room to be colder when you're working or pleasantly warm when you're asleep. As the unit is voice activated you just tell it what you're going to do and it will adjust the temperature of the room accordingly.

### 7 LIGHTING

Lighting for the room is handled by an anti-grav hover unit. It's voice activated and can be positioned anywhere in the room. The advantage of this is that it gives you a number of lighting options. You can use it to spotlight a particular area of the room or light the room as a whole. As the unit includes a number of adjustable strength lights you can light different areas of the room at different strengths, maybe a spotlight on your desk with the rest of the room dimmed.

### 8 BED

Hasn't really changed that much except for the legs. These are now anti-grav units. You can now adjust the height of the bed to your own requirements, they can also be used to create a rocking motion to lull you to sleep. As the air conditioning is so sophisticated, blankets or duvets aren't needed. But since most people don't like to sleep exposed the bed is covered with a blanket. This works in conjunction with the air conditioning and will keep you warm or cool you down according to your preferences. Finally the pillow is now under pneumatic control. In keeping with the rest of the room it's voice controlled and can be made harder or softer just by talking to it - gives a whole new meaning to the phrase pillow talk.

### 9 BINS

A sophisticated waste disposal unit that extracts and reprocesses useful materials. All reprocessed material is sent back to the manufacturers to be used in future products. Heat sensors in the top of the bin prevent it from trying to recycle your hand.

RETURN THE COUPON FOR FREE COLOUR BROCHURES!




## A500 BATMAN PACK



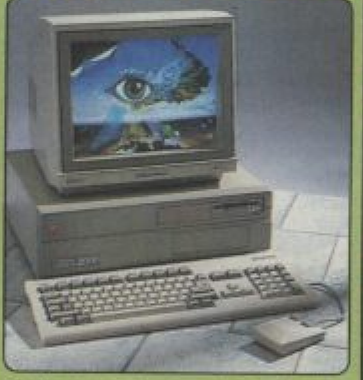

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

**PACK INCLUDES:**

| | |
|---|---|
| A500 Computer & Mouse | £399.99 |
| A520 TV Modulator | £24.99 |
| Batman The Movie | £24.95 |
| New Zealand Story | £24.95 |
| Interceptor | £24.95 |
| Deluxe Paint II | £49.95 |
| **TOTAL RRP:** | £549.78 |
| *Less Pack Saving:* | £150.78 |
| **PACK PRICE:** | £399.00 |

**£399** INC VAT

## AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

**£1295**
+VAT= £1489.25

## FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

***DELUXE PAINT II:***
The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

***ESCAPE / ROBOT MONSTERS:***
Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

***RAINBOW ISLANDS:***
Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

***F29 RETALIATOR:***
The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

**PACK INCLUDES:**

| | |
|---|---|
| A500 Computer & Mouse | £399.99 |
| A520 TV Modulator | £24.99 |
| Deluxe Paint II | £49.95 |
| Escape/Robot Monsters | £19.99 |
| Rainbow Islands | £24.95 |
| F29 Retaliator | £24.95 |
| **TOTAL RRP:** | £544.82 |
| *Less Pack Saving:* | £145.82 |
| **PACK PRICE:** | £399.00 |

**£399** INC VAT

**FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP**
***THE UK's No1 AMIGA SPECIALISTS***



## SILICA SHOP OFFER YOU

*FREE OVERNIGHT COURIER DELIVERY:* On all hardware orders shipped in the UK.
*TECHNICAL SUPPORT HELPLINE:* Team of Amiga technical experts at your service.
*PRICE MATCH:* We normally match competitors on a ''Same product - Same price'' basis.
*ESTABLISHED 12 YEARS:* Proven track record in professional computer sales.
*£13M TURNOVER (with 60 staff):* Solid and reliable with maintained growth.
*BUSINESS/EDUCATION/GOVERNMENT:* Volume discounts available for large orders.
*SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
*THE FULL STOCK RANGE:* All of your Amiga requirements from one supplier.
*FREE CATALOGUES:* Will be mailed to you with offers and software/peripheral details.
*PAYMENT:* By cash, cheque and all major credit cards.
*CREDIT PAYMENT TERMS:* Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Shop Service''.

RETURN THE COUPON NOW FOR **FREE BROCHURES**







| | | | |
|---|---|---|---|
| **MAIL ORDER:** Order Lines Open: Mon-Sat 9.00am-6.00pm | 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX | No Late Night Opening | **Tel: 081-309 1111** Fax No: 081-308 0608 |
| **LONDON SHOP:** Opening Hours: Mon-Sat 9.30am-6.00pm | 52 Tottenham Court Road, London, W1P 0BA | Late Night: Thursday until 8pm | **Tel: 071-580 4000** Fax No: 071-323 4737 |
| **SIDCUP SHOP:** Opening Hours: Mon-Sat 9.00am-5.30pm | 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX | Late Night: Friday until 7pm | **Tel: 081-302 8811** Fax No: 081-309 0017 |
| **BUSINESS/EDUCATION:** Order Lines Open: Mon-Fri 9.00am-6.00pm | 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX | Closed on Saturdays | **Tel: 081-308 0888** Fax No: 081-308 0608 |

To: Silica Systems Ltd, Dept GAMCH-0690-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND INFORMATION ON THE AMIGA**

Mr/Mrs/Ms: .......... Initials: .............. Surname: ..............................

Address: ..............................

..............................

..............................

Postcode: .............................. Tel: ..............................

Which computer(s), if any, do you own? .............................. A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.




**Lettuce have it! We want to hear your views on anything that gets your goat, rattles your cage or grapples your grapenuts. Got a computer query, question or quandary? You know where to come... NEWSFIELD, LETTUCE PAGES, TGM, LUDLOW, SHROPSHIRE SY8 1JW. Best lettuce, erm, letter of the month gets a crisp cos lettuce leaf, erm, crisp £50 software voucher. So, without further ado, lettuce begin...**

# CORRESPONDENTS

*From around the world you write to us about gaming goings on in your country!*

## AUSTRALIA

■ ***From Geelong, Victoria in Australia, Alistair Smith writes with his strong views on the software pricing problem...***

■ With all this anti-piracy and 'if you pirate games you are a thief' stuff going round, I'd like to tell you about the Aussie side of things. Out here, games are simply too dear to buy if you're a kid like me. We have a BBC, Sega and Amiga (yes, life is good here in Oz). Sega games are worth $70, BBC games are worth $60 and Amiga games cost 60 bucks! How then can a kid who earns $4 a week afford to buy games at those prices? The only way you can possibly get a games collection going is to pirate games.

I'm afraid the software companies don't think of the main buyers — kids — when they put price tags on their games. If the companies expect us to buy their games they have to do something about the prices!

## PORTUGAL

■ ***Jose Manual Machado Cardoso lives in Portugal, working for the Ministry of Justice and uses an Apple Mac in the office. He's been playing games at home since 1983 and gives TGM his view of the Portugese situation.***

■ 1983 was the first time we listened to people talking about computers. The boom was motivated by one little computer named the Sinclair Spectrum, imported from England. Quickly the sales of Spectrums rose, and Timex began production in a new factory opened especially for producing Spectrums. With the profits, Timex designed two new models — the Timex 2048 and the 2068, 100% compatible with the Spectrum. Today the factory is closed, but the old Spectrum still has a large majority.

Other 8-bit computers, Amstrad CPC, MSX, Atari 800XL and the Commodore 64, never had the popularity of the Spectrum and the sales never reached a very high volume. Today their prices have dropped but the 16-bit era is upon us.

The Amiga 500 was very well received by Portugese users. Today the Amiga sells more than any other computer, with almost 20,000 sold in the last two years. But only in 1990 have Commodore been officially represented in Portugal.

What about consoles? They are almost unknown here and few Segas were sold after its solitary appearance in the shops a couple of months ago. It's quite understandable because the prices are high and the quality of software doesn't match the Amiga or ST.

Software: in England and France the software houses think we're all pirates, but that isn't true. The piracy in Portugal is very strong only because we have no alternatives. If we go to a computer shop or even a supermarket, the only software available is pirated. If we want legal software we have to use the mail order service from England or France and pay three or four times more than you do. We can't find any legal software because the software houses from England and other countries are not interested in our market — possibly because everyone buys pirate software?

But why don't they change the situation, or follow the example of the video market here in Portugal? Two years ago, only pirate copies of movies were available in video clubs. Today we can't find a pirate copy because we can buy a movie in the video club or at the supermarket for a fair price. I think it is time for the industry to have a little more respect for us.

■ ***For his Portugese report Jose wins £50 worth of software!***

# SPOTTY CORRECTION

Dear TGM

I have just read Beam Me Up Spotty (April issue). Apart from being an avid reader of your magazine and a computer games fanatic, I am a printer and the picture that accompanied the article interested me.

I feel I have to put yourselves and your readers right as to what the picture is actually showing. It is not a machine for producing clones or sons of CDs, it is a picture of a pad printing machine or Cliche printing machine which prints the graphics or titles on the finished CDs, a process you referred to as inking.

Keep up the good work and perhaps you could offer a prize for spotting the glaring cock-up?

**Mr K G Ward, Panel Printers '86 Ltd, London**

*Well done, you've passed the test! No prize, but how about this glaring cock?*

# LETTUCE OF THE MONTH

**with Ernest K Periwinkle**

## JUNE: ALL THE YEAR ROUND

'Ello again. It's been a right difficult time recently, what with the weather up an' down as it is. Some of me prize seedlings have been killed off, what with the frost coming along without any warning. But here's a lettuce that's pretty hardy and can be grown to produce some beautiful spring, summer and autumn crops. It's yer All The Year Round lettuce. A smashing variety with crispy white hearts that taste grand. You'll need fairly rich soil to succeed with this little 'un, an' it's best to have moist but well-drained soil.

Well, there you are. Now, remember sow yer lettuces fortnightly to produce a sustainable crop. Cheerie bye for now...

# COULD DO BETTER

Dear TGM
After viewing an episode of *Sledge Hammer* it seemed as though nothing could be more far-fetched. How wrong I was. At 11:45 I trudged upstairs and inserted a green labelled disk into my Amiga. Yes, *Player Manager*. There was one game left in the season; my team against Norwich, with both of us on 26 points. Whoever won would be first division champions.

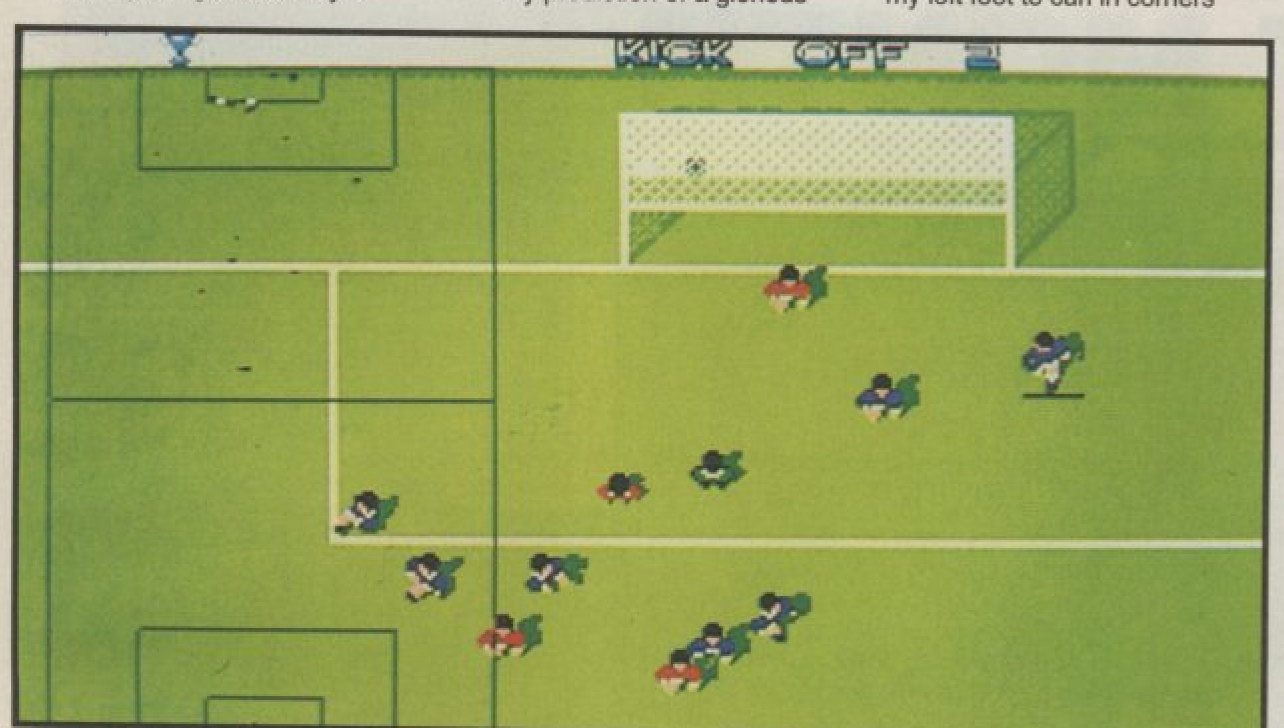
At half-time Norwich led 1-0, a fluke goal by T Collins giving them the edge. After six minutes into the second half it was a different story. A brace of goals by R Foster, and a solo strike from C M Griffiths had given my team a tremendous victory.

My prediction of a glorious three point gap between myself and Norwich had actually come true and on obtaining the crown of league champions I checked to see what the board thought of my skills. What?! The board were only 35% satisfied and were said to be concerned?

For the next season I intend to waddle around the pitch on my buttocks to see if that might impress the board. Further, I will use my right buttock to take penalties and use the outside of my left foot to curl in corners from the right wing.

That aside, *Player Manager* is a fantastic game — thanks Dino, Amil and the rest of the Anco team.

**Ryan Forest, Crosby, Liverpool**




# COLOUR COORDIN-ATION

Dear TGM
I bought the brill April issue, hoping there would be an article on the 16-bit Mega Drive — but no. Just companies offering grey imports. What is a grey import? And where can I get one which isn't grey? If I don't get one soon I'm going to explode!

**Seven Foster, Formby, Merseyside**

*Dear me, human combustion is a bit strong, isn't it? A grey import machine is one that isn't officially distributed, supported or condoned by the original producers. As a result, there may be some compatibility problems with officially distributed products. You can get a 'real' Mega Drive from Virgin, who are the official Sega distributors, this autumn.*

# The Games machine

# NEXT MONTH

## MAKE A DATE WITH YOUR NEWSAGENT THIS MONTH AND GET HIM TO RESERVE THE PACKED JULY ISSUE OF THE GAMES MACHINE. YOU WOULDN'T WANT TO MISS:

### THE ARCADE EXPERIENCE

**Two new machines are set to rock the home gameplaying boat. Both the Neo-Geo and Video Panel will enable you to play arcade-quality games on a standard TV for a fraction of the cost of a coin-op.**

### IT'S FOR YOOOHOOO

**It's the televisual communication sensation that's sweeping the nation. TGM gets switched on. But dare you answer?**

### SUPER MACHINES

**Atari and Commodore's next generation 68030-based machines, the TT and the A3000, put through their paces. Over-priced games machines or bargain workstations?**

### WRISTY BUSINESS

**Who puts the game in the Game Boy? TGM travels the world (well, South London, actually) and finds out that a Game Boy in the hand is worth two in the bush!**

### PIXEL PAINTERS

**We give Bob Wakelin, Roger Dean, Oli Frey and other illustrators a crayon and see what happens. Brigette Van Ruben rasps at the results.**

### ■ PLUS ■

**Board game round-up ■ Software sensations from Japan ■ Coin-ops that hide home computers and consoles ■ Over 40 game reviews...**

***LOOK OUT FOR A POWER-PACKED PLAYING TIPS BOOKLET FEATURING COUNTLESS GREMLIN GAMES ON NEXT MONTH'S COVER!***

ALL DEPARTMENTS *Newsfield, The Games Machine, Ludlow, Shropshire SY8 1JW (0584) 875851. EDITORIAL* **Consultant Editor:** Richard Monteiro **Deputy Editor:** Richard Eddy **Sub Editor:** Dominic Handy **Staff Writers:** Robin Candy, Mark Caswell, Warren Lapworth **Editorial Assistant:** Viv Vickress **Editorial Director:** Oliver Frey **Photography:** Michael Parkinson *PRODUCTION* **Production Manager:** Jonathan Rignall **Production Supervisor:** Matthew Uffindell **Reprographics:** Robert Millichamp, Tim Morris, Jeni Reddard, Robb Hamilton **Systems Operators:** Ian Chubb *(supervisor)* Paul Chubb *ADVERTISING* **Group Advertisement Manager:** Neil Dyson **Ad Sales:** Sarah Chapman, Jackie Morris *(assistant)*. **Administration Assistant** Joanne Lewis **Group Promotions Executive:** Richard Eddy **Mail Order:** Carol Kinsey. *Subscription rates available from main address.* Designed and typeset on Apple Macintosh II computers running *Quark Xpress* and *Adobe Illustrator 88*, with systems support from Digital Print Reprographics, Wirral Business Centre, Merseyside. Colour origination by Scan Studios, Islington Green, London N1. Printed in England by **BPCC Business Magazines (Carlisle) Ltd**, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR — a member of the BPCC Group. **Distributed by Comag**, Tavistock Road, West Drayton, Middlesex.


**A Newsfield Publication ISSN 0954-8092**
**Cover Design** Roger Kean

# UNCLE MEL'S TRIVIA QUIZ

**1)** Which 8-bit machine commands 50% of all French games software sales: Garelique, Caen-dom, Oolala or Amstrad CPC?
**2)** Which brand of microchip do Tomahawk cruise missiles and the Speak 'n' Spell toy have in common?
**3)** Unscramble the self-made computer celebs from these rap artistes: Chairy Dredd, Run A A Slag, Crude Ron Bog.
**4)** Name the free goodie available with CBM's new PC starter pack.
**5)** Fill in the missing words of the following software titles: —— *Kids, Go To* ——, —— *Position*, —— *Accountant*.
**6)** Name the label which has secured the Mad Max licence. When was the original movie released and which rock star played the baddie in the latest sequel?
**7)** What do the following TV acronyms stand for: NTSC, SECAM, MAC PAL?
**8)** Which traditional element of creating computer games does CRL's DUNE system eliminate?
**9)** What is the £3 billion Euro superchip project called: NANCI, JESSI, PANSI or LARRI?
**10)** With an Iron Maiden game imminent, when was the band formed and name either of the original members in today's line up.
**11)** Who created the cartoon graphics for *Dragon's Lair*, and name its sequel?
**12)** The inventor of the word processor died in Boston USA last March, aged 70. Name him and then guess who his first employer was.
**13)** What have Cray Computers, McCain's and my shoulder got in common?
**14)** Apart from the free exchange of money in lieu of old rope, what have Michael J Fox, Matthew Broderick, Bros and Goldie Hawn got in common?
**15)** Within two years, when were the first images captured on videotape?
**16)** In *Dr Doom's Revenge*, name the villain's henchman and give Peter Parker's and Steve Rogers' superhero identities.
**17)** According to Virgin's Brynn Gilmour, in the games market what is 'a necessary evil'?
**18)** What has Nikolai Kardashev discovered from star cluster CTA-21 in Pegasus?
**19)** What have *Locoscript* for the PC and baby elephants got in common?
**20)** Which of the following is not a genuine computer company: KGB, PDQ, EEC, IBM?

## ANSWERS

1) The CPC.
2) Texas.
3) Richard Eddy, Alan Sugar, Bruce Gordon.
4) Tim Brooke-Taylor.
5) *Bloody, Hell, Pole, Tax.*
6) Mindscape, 1979. Tina Turner.
7) National Television Standards Committee, Sequence A Memoire, Multiplexed Analogue Components, Phase Alternate Line.
8) Programmers (and about time too!).
9) Jessi, who'll be a strong 64Mb on a single chip.
10) 1977, Steve Harris or Dave Murray.
11) Don Bluth, *Space Ace*, Yawn.
12) An Wang. Wireless manufacturer for Chinese Nationalist leader, general Chiang Kai-Shek.
13) Massive chips.
14) They all own a Nintendo console.
15) 1953, by Anderson, Dolby and Ginsburg at the Ampex labs.
16) Boomerang, Electro or Hobgoblin, Spider-Man and Captain America.
17) Kids.
18) Intelligent radio-computer signals.
19) They both take years to deliver.
20) IBM, it's a Cornish admission of guilt.